

91

Buffalo Bills

TABLE OF CONTENTS

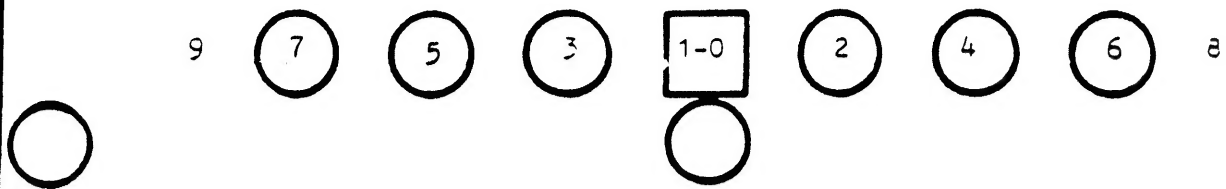
BASIC INFORMATION

	<u>PAGES</u>
ABBREVIATIONS AND GENERAL TERMS	1-2
GENERAL TERMS DEFINED	3
HUDDLE ORGANIZATION	4
HUDDLE BREAK.	4
OFFENSIVE HOLE NUMBERING.	5
OFFENSIVE GAP IDENTIFICATION.	5
NUMBERING OF BALL CARRIER	
EXPLANATION	6
DIAGRAMS.	7
RECEIVER ALIGNMENTS	8
"X" AND "Z" RECEIVER SPLITS	9
"X" AND "Z" SPLITS BY ROUTES.	10
OFFENSIVE PERSONNEL COMBINATIONS.	11
FORMATIONS	
STRUCTURE	12
NUMBERED FORMATIONS	12
NAMED FORMATIONS.	13
NUMBER FORMATIONS DIAGRAMED	14
NUMBER (OVER) FORMATIONS DIAGRAMED.	15
TWO BACK FORMATIONS DIAGRAMED	16
TWO BACK (OVER) FORMATIONS DIAGRAMED.	17
"D" FORMATIONS DIAGRAMED.	18-19
"T" FORMATIONS DIAGRAMED.	20
"F" FORMATIONS DIAGRAMED.	21
SPECIAL FORMATIONS DIAGRAMED.	21
PAIR FORMATIONS DIAGRAMED	22
FORMATION ADJUSTMENT TERMINOLOGY.	23
FORMATION ADJUSTMENTS DIAGRAMED	24
OFFENSIVE CADENCE	25
AUDIBLE SYSTEM.	26-28
PLAY CALLING MECHANICS.	28-29
RUN SERIES CALLS.	30

ABBREVIATIONS & GENERAL TERMS

1. AUD Audible
2. B Buck
3. BLK Block
4. B.C. Ball Carrier
5. B.P. Vertical Breaking Point
6. BUBBLE Refers to an Area Over an Uncovered
Offensive Lineman
7. COV Coverage
8. CK Check
9. C.P. Coaching Point
10. CWM Check With Me
11. D.E. Defensive End
12. D.T. Defensive Tackle
13. E.M.L.O.S. End Man on Line of Scrimmage
14. EX Example
15. J Jill (Free Safety)
16. F Frank (Strong Safety)
17. F.B. Fullback
18. H.B. Halfback
19. INF Influence
20. L.O.S. Line of Scrimmage
21. LOU Left Cornerback
22. M.D.M. Most Dangerous Man
23. M. Mac
24. N.A. Does "Not Apply"
25. N.T. Not There
26. N Nose Tackle
27. N.S.P.U. No Swing Pick Up

OFFENSIVE HOLE NUMBERING



"1" HOLE - Over left hip of center

"3" HOLE - Over left guard's butt

"5" HOLE - Over left tackle's butt

"7" HOLE - Over tight end's butt

"9" HOLE - Outside tight end

"0" HOLE - Over right hip of center

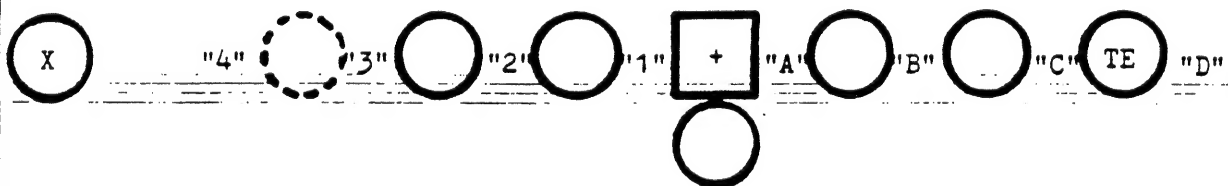
"2" HOLE - Over right guard's butt

"4" HOLE - Over right tackle's butt

"6" HOLE - Over tight end's butt

"8" HOLE - Outside tight end

OFFENSIVE GAP IDENTIFICATION



* Gaps To Open End Side Are Numbered

"1" GAP - Between center and guard to open side

"2" GAP - Between guard and tackle to open side

"3" GAP - Between tackle and ghost of TE to open side

"4" GAP - Outside ghost of TE to open side

* Gaps To TE Side Are Lettered

"A" GAP - Between center and guard to TE side

"B" GAP - Between guard and tackle to TE side

"C" GAP - Between tackle and TE to TE side

"D" GAP - Outside TE to the TE side

GENERAL TERMS

<u>STRONGSIDE</u>	- Side of the tight end
<u>WEAKSIDE</u>	- Side away from tight end
<u>PLAYSIDE</u>	- Side to which the play is called
<u>OFFSIDE</u>	- Side away from play called
<u>COVERED</u>	- Man over on L.O.S.
<u>UNCOVERED</u>	- Man over off L.O.S.
<u>PATTERN BLOCKING</u>	- Basic blocking scheme for designated plays
<u>COUNTER</u>	- A move by one or more backs away from P.O.A.
<u>INFLUENCE</u>	- Destroying key of defender by an offensive move
<u>SPECIAL</u>	- A term used to define any unusual play
<u>SIGHT ADJUSTMENT</u>	- Block adjustments made vs. shifting defenses or pass route adjustment to blitz
<u>SWAP</u>	- The change of position between running backs
<u>EXPLODE</u>	- Term used to tell back to go directly to designated hole
<u>SWITCH</u>	- FB and HB exchange blocking assignments on the "QUICK" passing game when in I formations, i.e., FB Weak - HB Strong
<u>CHANGE</u>	- A term used to tell "X" and "Z" to change positions and assignments
<u>AWAY</u>	- Term used to tell a back to block "away" from P.O.A. - also, to tell TE to block "MAN"
<u>BOSS</u>	- Term used to tell a back to block secondary force and to tell TE to block "MAN"
<u>NUMBER FORMATION</u>	- Formation called by a number, i.e., 0 - 1 - 2, etc.
<u>NAME FORMATION</u>	- Formation called by a name, i.e. Far - Double - Split, etc.

X AND Z RECEIVER SPLITS

NORMAL SPLIT

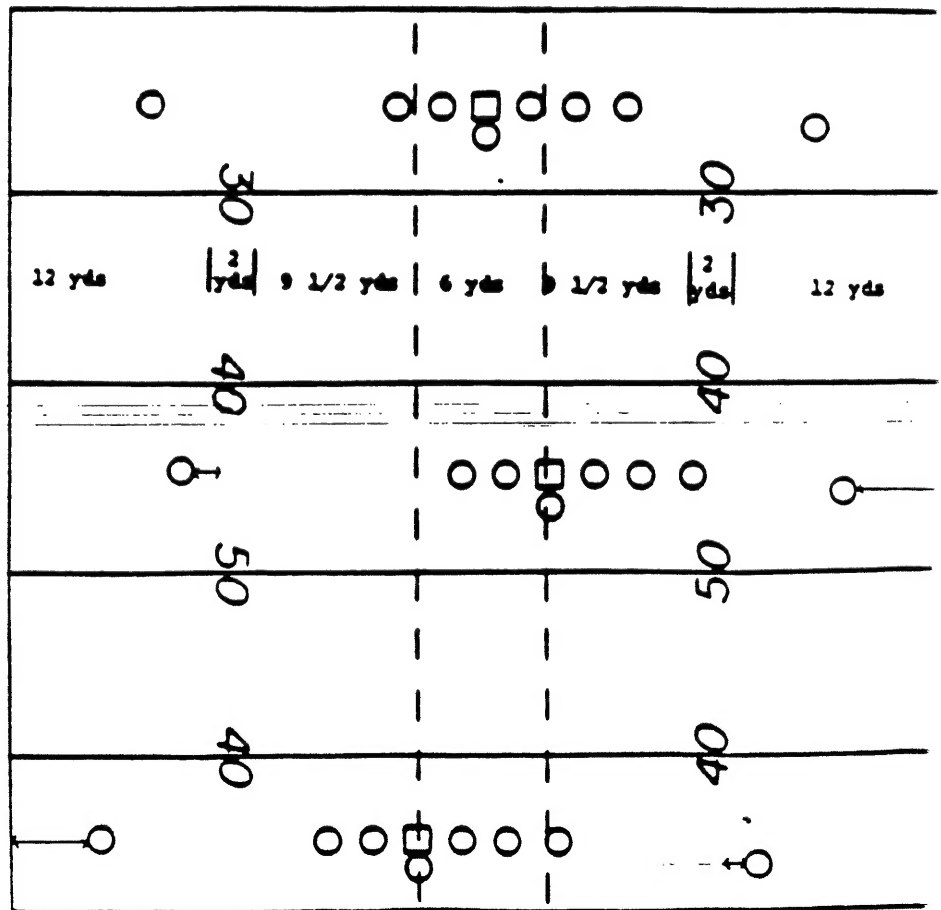
- : Receiver set to Wide Field -
Line up 3 yards outside the numbers. For each yard the ball is moved off the far hash mark toward wide field, Wide Receiver's position moves 1 yard further outside the numbers up to 6 yards from the sideline.

NORMAL SPLIT

- : Receiver set to short field -
Line up 6 yards from the sideline.

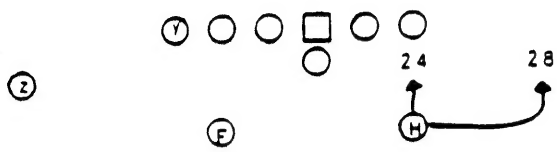
VARIATION TO SPLITS: We will have minimum and maximum split adjustments for specific routes within a pattern call. These adjustments will normally involve a 2-3 yard reduction or extension of your split. These adjustments must be learned.

NOTE: Maximum - Regular Formations - X and Z
5 yards from sidelines.

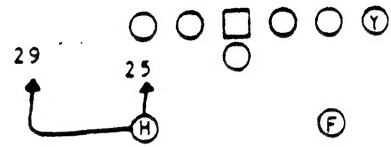


NUMBERING OF BALL CARRIER

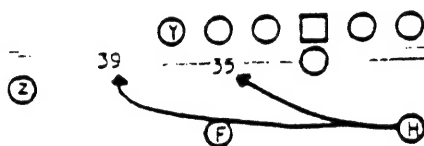
EVEN HOLE - 20's (2 BACK)



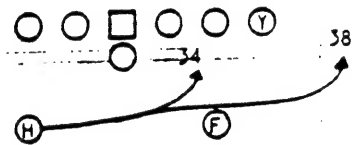
ODD HOLE 20's (2 BACK)



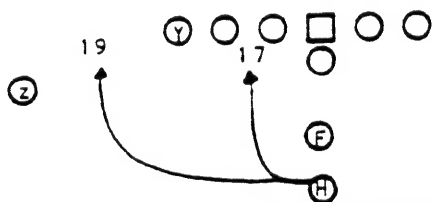
ODD HOLE - 30's (3 BACK)



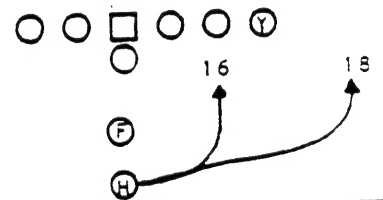
EVEN HOLE - 30's (3 BACK)



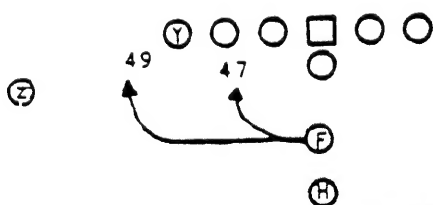
ODD HOLE - TEENS (I BACK - "1")



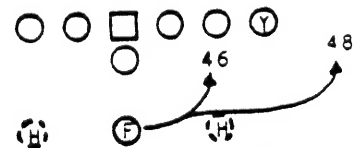
EVEN HOLE - TEENS (I BACK - "1")



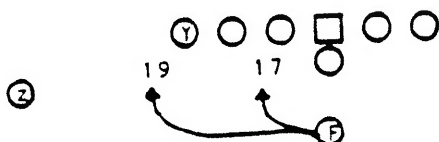
ODD HOLE - 40's (FB IN A 2 BACK SET)



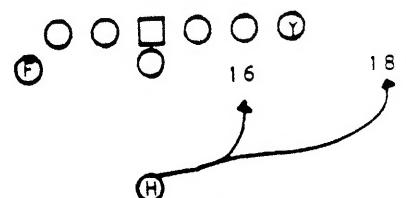
EVEN HOLE - 40's (FB IN A 2 BACK SET)



ODD HOLE - TEENS (SINGLE BACK SET - "1")



EVEN HOLE - TEENS (SINGLE BACK SET -



NAME FORMATIONS

There are two types of Name Formations - those with "2 backs" and those with "1 back".

Name formations place "Z" to the TE side of the formation and "X" to the opposite side in all "2 back" sets.

Name formations with an "OVER" designation place "X" & "Z" to the side of the formation away from the TE in all "2 back" sets.

Descriptive terms are used to call any Name Formation in which two backs are set in the backfield. (Cock I, Split, Opposite, Strong, I)

When a Name Formation has only one back set in the backfield, the term used to call the formation will fall into one of three categories:

"F" Sets: If the formation name begins with an "F", the formation is balanced (two receivers to each side) and one of the backs is deployed to the TE side of the formation.

EXAMPLES: "F"ar
"F"lank

"D" Sets: If the formation name begins with a "D", the formation is balanced (two receivers to each side) and one of the backs is deployed to side of the formation away from the TE.

EXAMPLES: "D"ig "D"ouble
"D"ual "D"art

"T" Sets: If the formation name begins with a "T", the formation has 3 receivers to one side.

EXAMPLES: "T"rio "T"win
"T"rips "T"rey

OFFENSIVE PERSONNEL COMBINATIONS

At various times it will benefit our offense to use different combinations of players. This system can best be organized by identifying these combinations of players with "key" words.

REGULAR

2 RB (1 HB & 1 FB)
1 TE
2 WR

PRO

2 RB (2 HB's)
1 TE
2 WR
"FB" OUT - 2nd HB IN

PAIR

2 RB (1 HB & 1 FB)
2 TE
1 WR
* "X" Receiver out - 2nd TE in

TUFF

2 RB (1 HB & 1 FB)
3 TE
0 WR
* "X" & "Z" Receivers out - 2nd & 3rd TE in

ACE

1 RB (1 HB)
2 TE
2 WR
* "FB" out - 2nd TE in

DUCE

1 RB (FB)
2 TE
2 WR
"HB" OUT - 2nd TE IN

QUEEN

1 RB (1 FB)
1 TE
3 WR
* "HB" Out - 3rd Wide Receiver in

GUN

2 RB (Special HB's)
0 TE
3 WR
* "TE" & "FB" out - 3rd Wide Receiver and HB in

3 R

2 RB (1 HB & 1 FB)
0 TE
3 WR
* "TE" out - 3rd Wide Receiver in


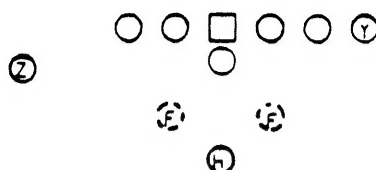
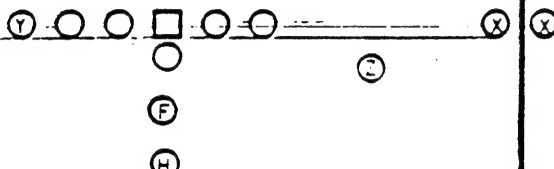
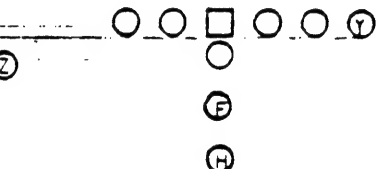
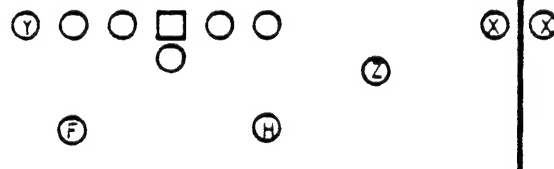
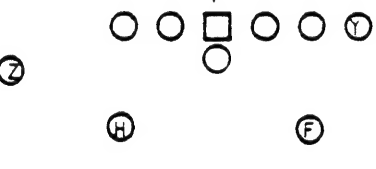
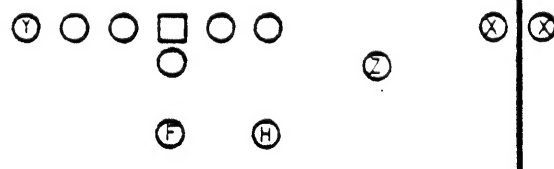
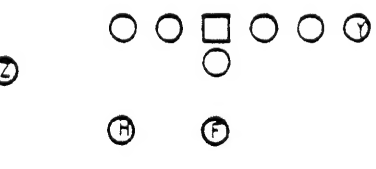
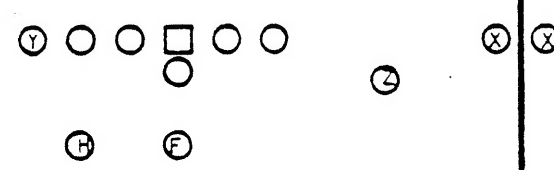
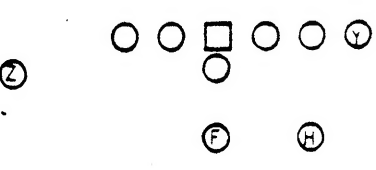
4R

1 RB (1 FB)
0 TE
4 WR
* "HB" & "TE" out - 3rd & 4th Wide Receiver in

3 Y

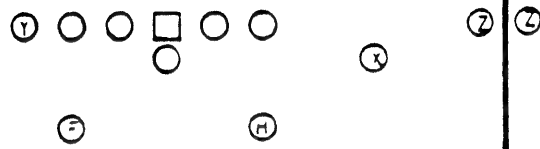
1 RB (1 FB)
3 TE
1 WR
* "HB" and "X" Receiver out - 2nd & 3rd TE in

Two (2) BACK - "OVER" - FORMATIONS

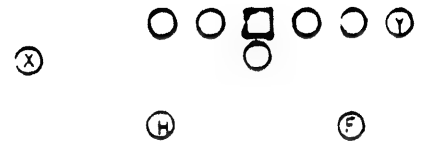
<p align="center"><u>COCK-I LEFT - (OVER)</u></p> 	<p align="center"><u>COCK-I RIGHT - (OVER)</u></p> 
<p align="center"><u>I LEFT - (OVER)</u></p> 	<p align="center"><u>I RIGHT - (OVER)</u></p> 
<p align="center"><u>SPLIT LEFT - (OVER)</u></p> 	<p align="center"><u>SPLIT RIGHT - (OVER)</u></p> 
<p align="center"><u>OPPOSITE LEFT - (OVER)</u></p> 	<p align="center"><u>OPPOSITE RIGHT - (OVER)</u></p> 
<p align="center"><u>STRONG LEFT - (OVER)</u></p> 	<p align="center"><u>STRONG RIGHT - (OVER)</u></p> 

NUMBERED (OVER) FORMATIONS

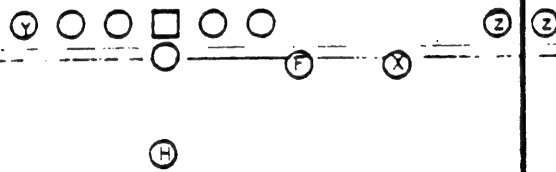
ONE OVER ("1"-OVER)



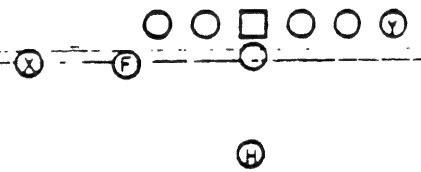
ZERO - OVER ("0"-OVER)



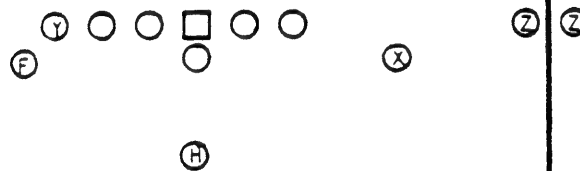
THREE - OVER ("3"-OVER)



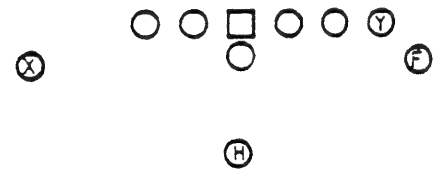
TWO - OVER ("2" - OVER)



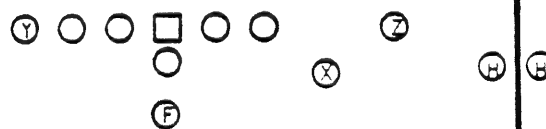
FIVE - OVER ("5" - OVER)



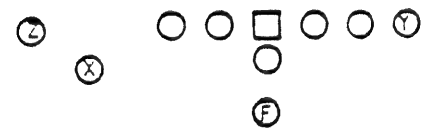
FOUR - OVER ("4" - OVER)



SEVEN - OVER ("7" - OVER)

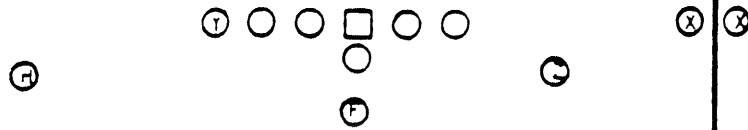


SIX - OVER ("6" - OVER)

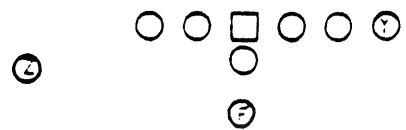


"F" FORMATIONS

FAR LEFT



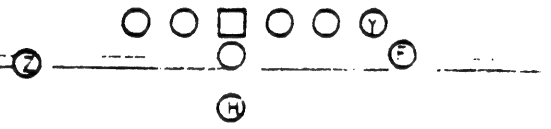
FAR RIGHT



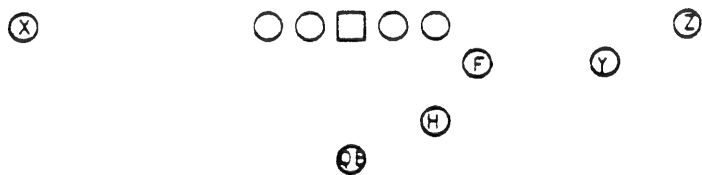
FLANK LEFT



FLANK RIGHT

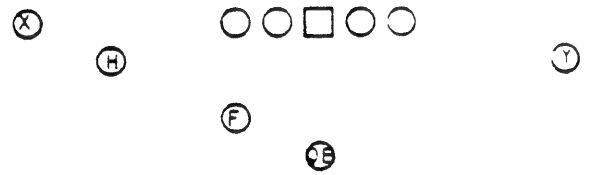


O GUN

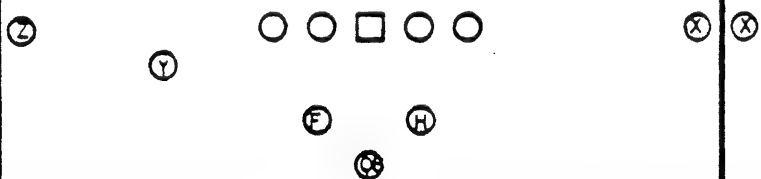


"GUN FORMATIONS

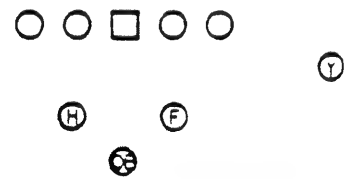
U GUN



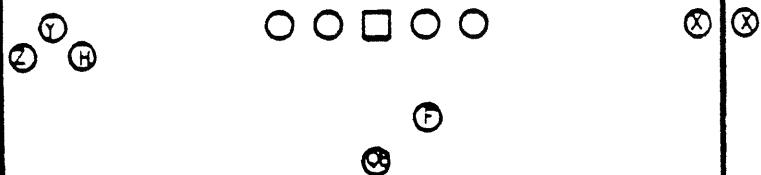
GUN LEFT



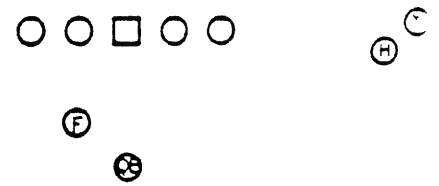
GUN RIGHT



BIG BEN LEFT



BIG BEN RIGHT



OFFENSIVE CADENCE

Our Regular Offensive Cadence (Snap Count) will be as follows:

<u>"TWO-HUT"</u>	<u>"1-21"</u>	<u>"1-21"</u>	<u>"SET"</u>	<u>"HUT"</u>	<u>"HUT"</u>	<u>"HUT"</u>	<u>"HUT"</u>
(1st SOUND)	(AUDIBLE)	(AUDIBLE)		(1)	(2)	(3)	(4)

<u>Snap Count Called On</u>	<u>Ball Will Be Snapped On</u>
"1st Sound"	"Two-Hut"
"NOAH"	"Two-Hut" <u>"HUT"</u>
"AUDIBLE"	<u>"TWO-HUT"</u> "1-21" <u>"1"</u>
"SET"	<u>"TWO-HUT"</u> "3-54" "3-54" <u>"SET"</u>
"1"	<u>"TWO-HUT"</u> "2-19" "2-19" <u>"SET"</u> <u>"HUT"</u>
"2"	<u>"TWO-HUT"</u> "4-37" "4-37" "SET" "HUT" <u>"HUT"</u>
"3"	<u>"TWO-HUT"</u> "1-94" "1-94" "SET" "HUT" "HUT" <u>"HUT"</u>
"4"	<u>"TWO HUT"</u> "2-86" "2-86" "SET" "HUT" "HUT" "HUT" <u>"HUT"</u>

FORMATION ADJUSTMENT TERMINOLOGY

- SWAP : "H" and "F" will exchange positions within the formation called
- CHANGE : "X" and "Z" will exchange positions within the formation called
- BOX : "H" and "X" will exchange positions within the formation called
- BUZZ : "H" and "Z" will exchange positions within the formation called
-
- BUY : "H" and "Y" will exchange positions within the formation called
- FOX : "F" and "X" will exchange positions within the formation called
- FUZZ : "F" and "Z" will exchange positions within the formation called
- FLY : "F" and "Y" will exchange positions within the formation called
- OVER : Term used to place "X" and "Z" on the same side of the formation opposite the TE with "X" the outside receiver and on the LOS
- SLOT : Term used to place "X" and "Z" on the same side of the formation opposite the TE with "Z" the outside receiver off the LOS

EXECUTE A PLAY FROM A "NAME" FORMATION - NO SHIFT

- | | |
|---------------------------------------|-----------------|
| 1. <u>FORMATION</u> | - "Cock-I" |
| 2. <u>FORMATION STRENGTH</u> | - "Right" |
| 3. <u>FORMATION VARIATION</u> | - "Over" |
| 4. <u>MOVEMENT</u> | - "Zip" |
| 5. <u>SERIES</u> | - "Toss" |
| 6. <u>PLAY NUMBER</u> (route if pass) | - "18" |
| 7. <u>BLOCKING VARIATION</u> | - "Boss" |
| 8. <u>SNAP COUNT</u> | - "On Three" |
| 9. <u>HUDDLE BREAK</u> | - "Ready-Break" |

Execute A Play From A "Name" Formation After Having Shifted
From A Number Formation.

- | | |
|---------------------------------------|-----------------|
| 1. <u>NUMBER FORMATION</u> | - "4" |
| 2. <u>SHIFT TO</u> | - "Shift To" |
| 3. <u>NAME FORMATION</u> | - "Cock I" |
| 4. <u>FORMATION STRENGTH</u> | - "Left" |
| 5. <u>FORMATION VARIATION</u> | - "Over" |
| 6. <u>MOVEMENT</u> | - "Zoom" |
| 7. <u>SERIES</u> | - "Toss" |
| 8. <u>PLAY NUMBER</u> (route if pass) | - "19" |
| 9. <u>BLOCKING VARIATION</u> | - "Boss" |
| 10. <u>SNAP COUNT</u> | - "On Four" |
| 11. <u>HUDDLE BREAK</u> | - "Ready Break" |

RED AUDIBLE

If, when the QB approaches the LOS, the defense has left a receiver "uncovered", the QB will alert the offensive unit with a "RED" call meaning that a quick pass will be thrown to an uncovered receiver.

Example: Huddle Call - "Ride 17" on "1"

Audible At LOS - "RED" - "RED" "TWO-HUT"

(The QB, by using the RED call, has changed the play to a quick pass thrown to an uncovered receiver. The ball will be snapped on the "1st Sound" when using the RED audible).

*NOTE: If the huddle call snap count is on the "1st Sound" the QB can still use the RED audible by first using the Easy System: therefore, the offensive unit would hear, at the LOS, the following:

"Easy" - "Easy" - "Red" - "Red" "Two Hut"

CHECK WITH ME SYSTEM

A "Check With Me" huddle call will allow the QB to call Two Plays in the huddle, and then, at the LOS, select the one play best suited to take advantage of the defense. The mechanics of the system are as follow:

<u>Huddle Call:</u>	<u>(Formation)</u>	"8"
	(Play)	56
		(or)
		"COUNTER 15"
	(Snap)	On "1"

AT THE LOS: "TWO HUT" "1-15" "1-15" "SET" "HUT"

(The QB has selected to run Counter 15. He has repeated the huddle snap count and then given the play - 15. Ball will always be snapped on huddle snap count).

3. All shifts will begin with "movement" by a single player prior to the full shift. The player designated to begin the shift by using "movement" is determined by the original Number formation called. The following chart will show which player originates Motion:

<u>ORIGINAL</u> <u>NUMBER</u> <u>FORMATION</u>	<u>TYPE OF</u> <u>NUMBER</u> <u>FORMATION</u>	<u>POSITION DESIGNATED</u> <u>TO INITIATE MOTION</u>
0-1	REGULAR 2 BACK FORMATION	TIGHT END
2-3 4-5 6-7	REGULAR 1 BACK FORMATION	BACK LINED UP ON OR NEAR THE LOS
0-1 OVER 2-3 OVER 4-5 OVER 6-7 OVER 8-9	OVER FORMATION	WIDE RECEIVER ("X")

4. The "Movement" used prior to a shift to a Name formation will BEGIN on the "1st Audible Number" of our snap count, and the full shift will BEGIN immediately before the command "set". (On the command "set", all players will remain stationary for the required one second prior to the snap of the ball in order to make the shift legal.

<u>TWO-HUT</u>	<u>1-21</u>	<u>1-21</u>	<u>SET</u>
	*	*	*
	MOTION	SHIFT	ALL
	BEGINS	OCCURS	PLAYERS
			STATIONARY

TABLE OF CONTENTS
SHIFTING AND MOTION

	<u>PAGES</u>
SHIFTING	2-3
MOVEMENT SYSTEM.	4
PRE-DETERMINED SNAP COUNTS	5

MOVEMENT RULES BY POSITION

A. WIDE RECEIVERS	6
B. RUNNING BACKS.	6
C. TIGHT END.	6-7

WIDE RECEIVER MOVEMENT DEFINED & DIAGRAMED

A. NAME FORMATIONS	8
B. NUMBER FORMATIONS	9

BACKS MOVEMENT DEFINED & DIAGRAMED

A. NAME FORMATIONS	10 & 12
B. NUMBER FORMATIONS	11 & 13

TIGHT END MOVEMENT DEFINED & DIAGRAMED

A. NAME FORMATIONS	14 & 16
B. NUMBER FORMATIONS	15 & 17

If the TE moves "TO" A FINAL FORMATION, the FINAL FORMATION is called first followed by the appropriate TE movement.

Example: "SPLIT RIGHT" - (TOM)

SPLIT RIGHT - Final Formation

TOM - Movement To Arrive At The Final Formation

If the TE moves "FROM" an original formation, the ORIGINAL FORMATION is called first, and then the designated TE movement. (This means the final formation will not be called in the huddle; therefore, all players must know what the "final formation" will be in order to successfully execute their assignment on the selected play).

Example: "SPLIT RIGHT" - (PEEL)

SPLIT RIGHT - Original Formation

PEEL - Movement From The Original Formation To
The Position "Peel" Calls For

RECOMMENDED SNAP COUNTS

If the play is to be run with no movement, the ball should be snapped as often as possible on:

1. 1st SOUND (TWO-HUT)
2. NOAH (TWO-HUT HUT)
3. AUDIBLE (TWO-HUT 3-54 3)

Example: "2" - "Ride 16 Away") "On 1st Sound"
) "On Noah"
) "On Audible"

If the play is to be run with movement, the ball should be snapped on set as often as possible.

1. SET (2 HUT 2-36 -- 2-36 -- SET)

Example: "4" "JET" "RIDE 17 BASE" - "ON SET"

PREDETERMINED SHAP COUNT

If the play is to be run after a shift has been executed, the ball must be snapped on the 1st HUT (ONE).

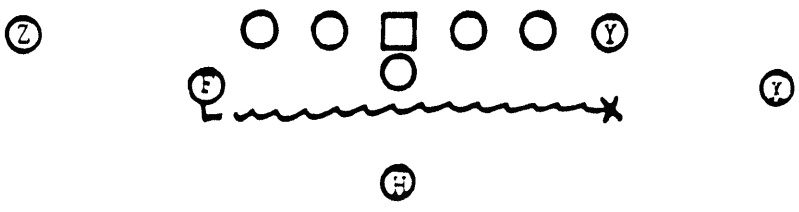
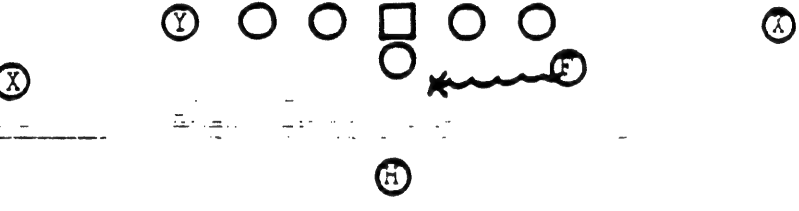
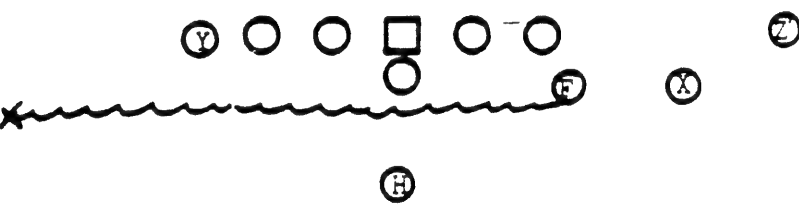
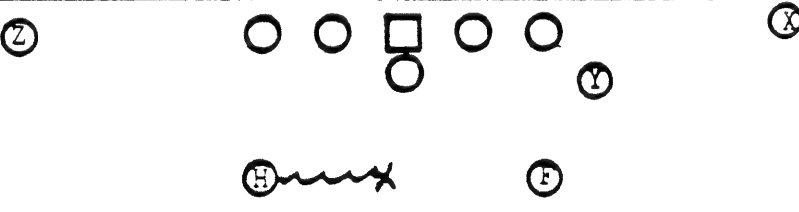
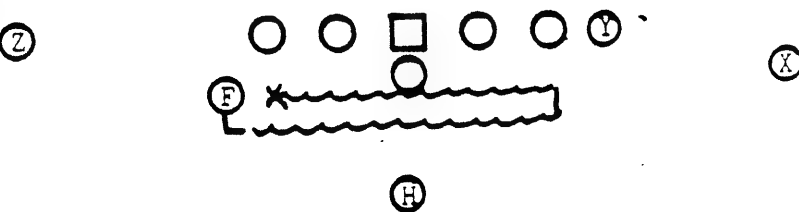
Example: "4" (Shift to) "COCK I LEFT" - "RIDE 16" - "ON 1"
TWO-HUT "2-28" "2-28" "SET" "HUT"

In a "NAME" formation, if the play is to be run after a shift has been executed and if the play is to incorporate movement, the ball must be snapped on:

- | | | | | | | | | |
|----|-------|---------|------|------|-----|-----|------------|----------------|
| 1. | TWO | TWO HUT | 1-21 | 1-21 | SET | HUT | <u>HUT</u> | |
| 2. | THREE | TWO HUT | 1-21 | 1-21 | SET | HUT | HUT | <u>HUT</u> |
| 3. | FOUR | TWO HUT | 1-21 | 1-21 | SET | HUT | HUT | HUT <u>HUT</u> |

Example: "4" (Shift to) "COCK I LEFT" = "JET" = "RIDE 16 BASE" = "CN
TWO HUT 1-21 1-21 SET HUT HUT

"NUMBER FORMATIONS"

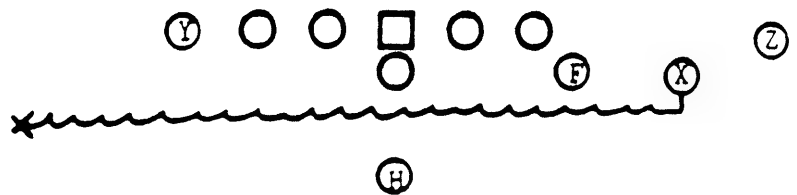
<p><u>MOTION</u></p> <p>BACK MOVEMENT ACROSS THE FORMATION TOWARD THE TE SIDE. START FROM ORIGINAL FORMATION CALLED.</p>	<p><u>HUDDLE CALL:</u> 2 "<u>MOTION</u>"</p> 
<p><u>SHORT MOTION</u></p> <p>BACK MOVEMENT, TOWARD THE CENTER & TOWARD THE TE, THAT DOES NOT CROSS THE QB. START FROM ORIGINAL FORMATION CALLED.</p>	<p><u>HUDDLE CALL:</u> 3 "<u>SHORT MOTION</u>"</p> 
<p><u>LONG MOTION</u></p> <p>BACK MOVEMENT TO THE TE SIDE TO A POSITION SOMEWHERE BEYOND TE. START FROM ORIGINAL FORMATION CALLED.</p>	<p><u>HUDDLE CALL:</u> 3 - OVER "<u>LONG MOTION</u>"</p> 
<p><u>QUICK MOTION</u></p> <p>2 STEP "QUICK" MOVEMENT BY A BACK TOWARD THE TE. START FROM ORIGINAL FORMATION CALLED.</p>	<p><u>HUDDLE CALL:</u> ZERO <u>QUICK MOTION</u></p> 
<p><u>FAKE MOTION</u></p> <p>BACK MOTION ACROSS THE FORMATION TWICE. FROM THE ORIGINAL FORMATION BACK TO THE ORIGINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> 2 "<u>FAKE MOTION</u>"</p> 

"NUMBER FORMATIONS"

ZOOM

WR MOVEMENT ACROSS THE FORMATION "TO" THE FINAL FORMATION.

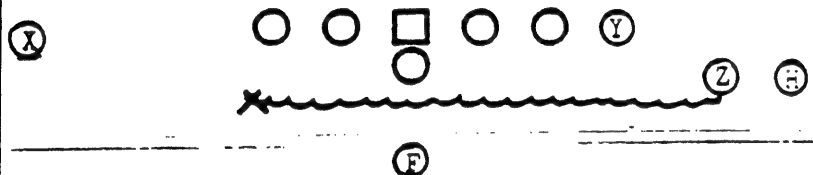
HUDDLE CALL: 3 - "ZOOM"



ZIP

WR MOVEMENT, ACROSS THE FORMATION AWAY FROM TE NEAR THE OT, "TO" THE FINAL FORMATION.

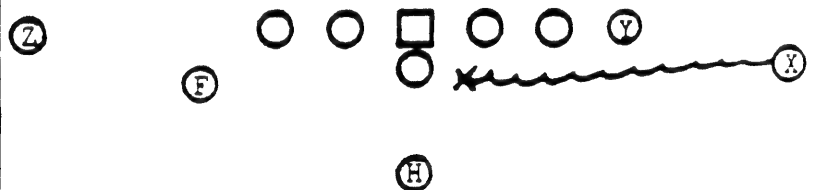
HUDDLE CALL: 8 - "ZIP"



ZAP

WR MOVEMENT TOWARD THE CENTER THAT DOES NOT CROSS QB ORIGINAL & FINAL FORMATION ARE THE SAME.

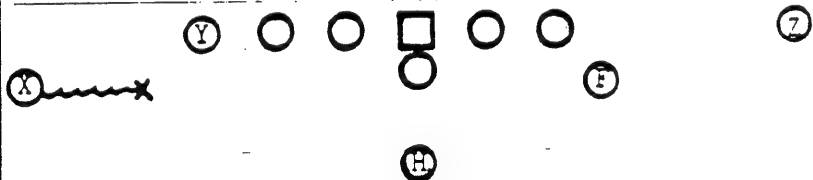
HUDDLE CALL: 2 - "ZAP"



ZIN

WR MOVEMENT TOWARD THE CENTER THAT DOES NOT ENTER THE TACKLE BOX. ORIGINAL AND FINAL FORMATION ARE THE SAME

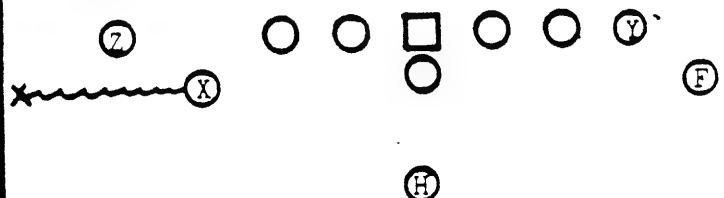
HUDDLE CALL: 3 - "ZIN"



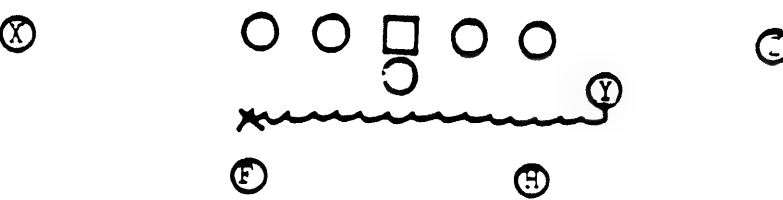
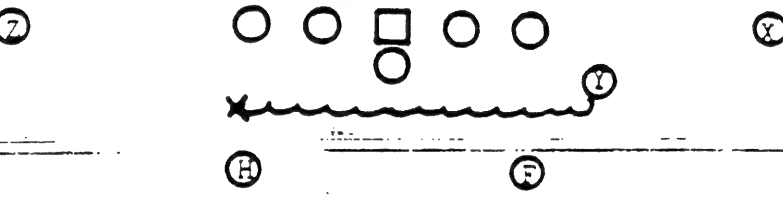
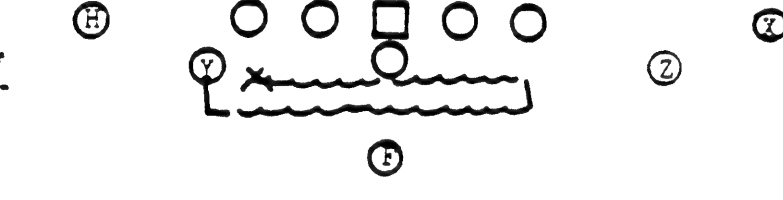
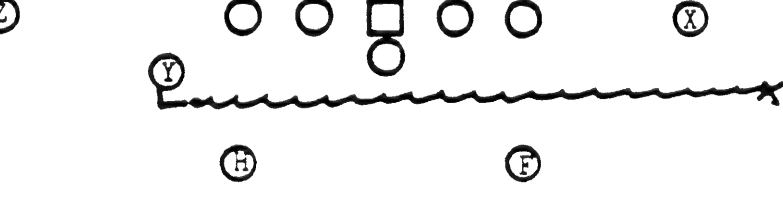
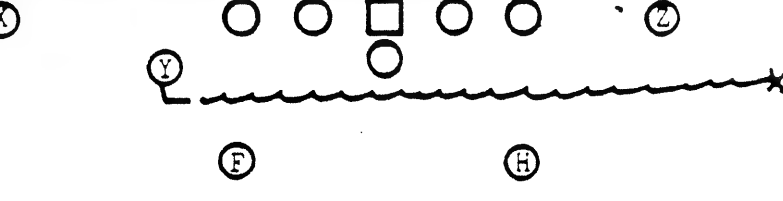
ZOUT

WR MOVEMENT AWAY FROM QB THAT DOES NOT CROSS THE FORMATION.

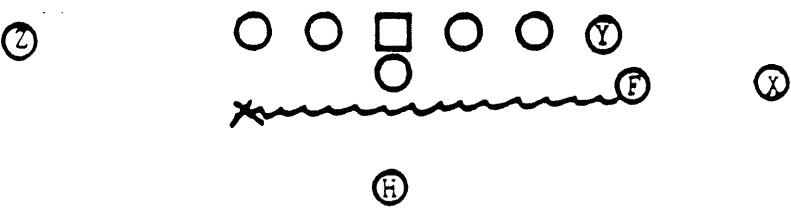
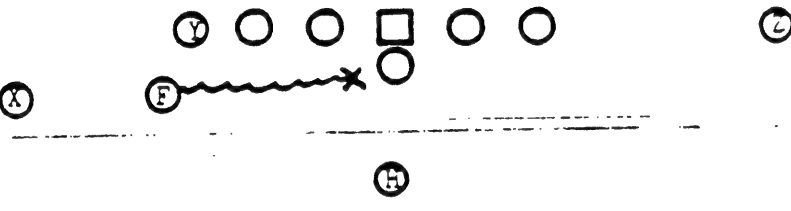
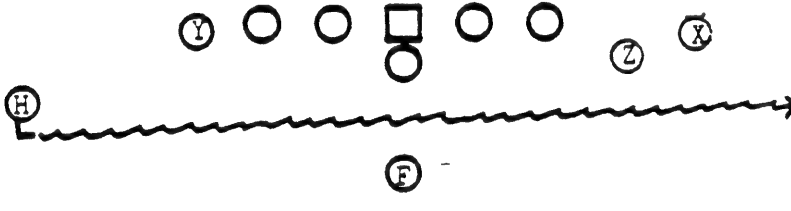
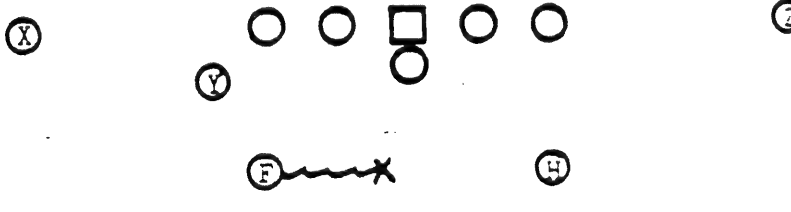
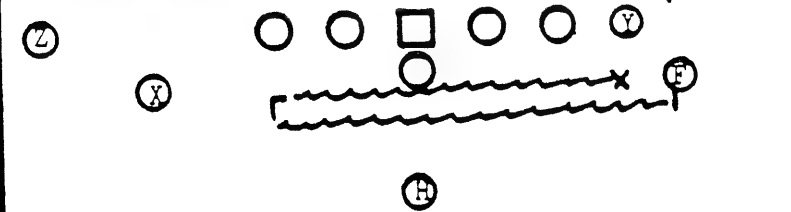
HUDDLE CALL: 4 OVER - "ZOUT"



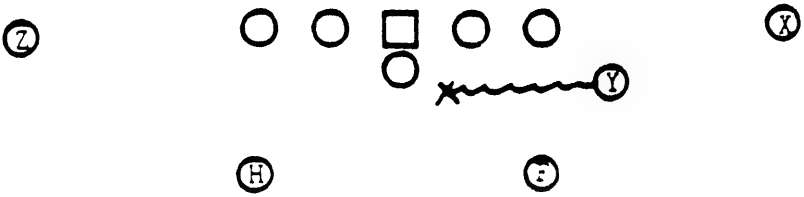
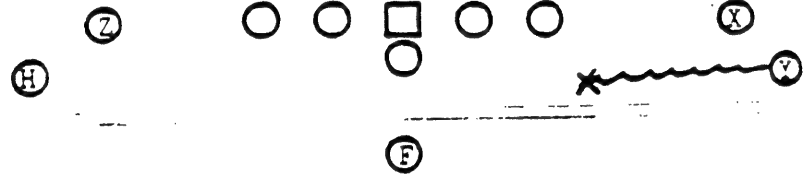
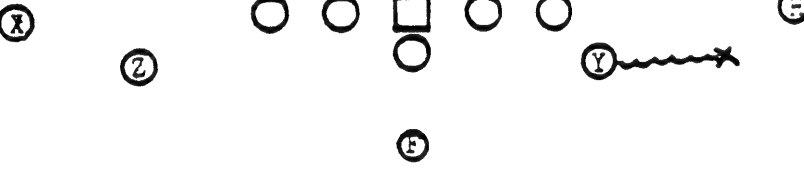
"NUMBER FORMATIONS"

<p><u>TOM</u></p> <p>TE MOVEMENT ACROSS THE FORMATION <u>"TO"</u> THE FINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> 1 <u>"TOM"</u></p> 
<p><u>PEEL</u></p> <p>TE MOVEMENT ACROSS THE FORMATION <u>"AWAY FROM"</u> THE ORIGINAL FORMATION.</p>	<p><u>HUDDLE CALL:</u> ZERO <u>"PEEL"</u></p> 
<p><u>FAKE PEEL</u></p> <p>TE MOVEMENT ACROSS THE FORMATION <u>TWICE</u>. FROM THE ORIGINAL FORMATION BACK TO THE ORIGINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> 9 <u>"FAKE PEEL"</u></p> 
<p><u>LONG TOM</u></p> <p>TE MOVEMENT ACROSS THE FORMATION TO A POSITION OUTSIDE THE WR - <u>"TO"</u> THE FINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> ZERO WIDE <u>"LONG TOM"</u></p> 
<p><u>LONG PEEL</u></p> <p>TE MOVEMENT ACROSS THE FORMATION TO A POSITION OUTSIDE THE WR - <u>"AWAY FROM"</u> THE ORIGINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> 1 <u>"LONG PEEL"</u></p> 

"NUMBER FORMATIONS"

<p><u>JET</u></p> <p>BACK MOVEMENT ACROSS THE FORMATION AWAY FROM TE SIDE. START FROM ORIGINAL FORMATION CALLED</p>	<p>HUDDLE CALL: 4 "JET"</p> 
<p><u>SHORT JET</u></p> <p>BACK MOVEMENT, TOWARD THE CENTER & AWAY FROM THE TE, THAT DOES NOT CROSS THE QB. START FROM ORIGINAL FORMATION CALLED</p>	<p>HUDDLE CALL: 3 "SHORT JET"</p> 
<p><u>LONG JET</u></p> <p>BACK MOVEMENT AWAY FROM TE SIDE TO A POSITION OUTSIDE THE WR. START FROM ORIGINAL FORMATION CALLED</p>	<p>HUDDLE CALL: 9 "LONG JET"</p> 
<p><u>QUICK JET</u></p> <p>2 STEP "QUICK" MOVEMENT BY A BACK AWAY FROM TE. START FROM ORIGINAL FORMATION CALLED.</p>	<p>HUDDLE CALL: 1 "QUICK JET"</p> 
<p><u>FAKE JET</u></p> <p>BACK MOVEMENT ACROSS THE FORMATION TWICE. FROM THE ORIGINAL FORMATION BACK TO THE ORIGINAL FORMATION</p>	<p>HUDDLE CALL: 4 - OVER "FAKE JET"</p> 

"NUMBER FORMATIONS"

<p><u>SHORT PEEL</u></p> <p>TE MOVEMENT, TOWARD THE CENTER, THAT DOES NOT CROSS THE QB. "AWAY FROM" THE ORIGINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> <u>ZERO</u> "<u>SHORT PEEL</u>"</p> 
<p><u>TIM</u></p> <p>TE MOVEMENT FROM OUTSIDE THE WR "TO" THE FINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> <u>6</u> "<u>TIM</u>"</p> 
<p><u>TOUT</u></p> <p>TE MOVEMENT AWAY FROM THE CENTER TOWARD A WR - "AWAY FROM" THE ORIGINAL FORMATION</p>	<p><u>HUDDLE CALL:</u> <u>8</u> "<u>TOUT</u>"</p> 

COMMON FAULTS IN EXECUTION

1. Tipping off your intentions by lineup.
2. Poor recognition or failure to key situation properly.
3. Poor position on opponent prior to committing technique and committing too soon.
4. Failure to make the correct adjustment and use proper technique.
5. Giving up on block too quickly.
6. Not knowing your opponent and his tendencies adequately.
7. Going to another block if your man disappears.

"X" AND "Z" FUNDAMENTAL PRINCIPLES OF BLOCKING

The success of the outside running game has been based on our ability to block the force. Our ability to go wide reflects the blocking by our "X" and "Z" at the P.O.A. We believe we have the personnel to have the best outside blockers in the League.

In order for us to reach this goal, our "X" and "Z" must realize the following:

- A. You are very important in our running game, and you must approach your assignment with this in mind.
- B. The effectiveness of our running game will improve our play-action passes as well as our overall pass protection. Effort and speed on running plays will help you get open when we fake the run and throw a play pass.
- C. That it requires concentration, self-discipline, willingness to pay the price, and personal pride in order to become a good blocker.

VALUABLE HINTS FOR EXECUTION OF BLOCKING ASSIGNMENTS

1. KNOW YOUR OFFENSE

- A. Have a good knowledge of every play in our attack, especially the wide and off tackle plays in which you have key blocking assignments.
- B. Know blocking assignments and adjustments at P.O.A.
- C. Pay particular attention to game plans when plays are set up to take advantage of an individual, a defense or a situation.
- D. Most of all - Know your assignment thoroughly. Know what, when, why and how, you are to do your job.

2. KNOW BASIC DEFENSES USED IN N.F.L.

It is important for you to know the basic defenses used in the N.F.L. Emphasis must be placed in knowing who they prefer to force the play. Some teams will vary and others will use specific men.

3. KNOW YOUR OPPONENT

Anticipating what your opponent is going to do is essential. Analyze each player and know his tendencies well. This you must do in film study each week.

BASIC FUNDAMENTALS

Football is based on movement and striking ability. But it is important that the following things take place prior to snap:

1. Recognition of defenses and anticipation of opponent's move. Look for keys or tip-offs before the snap.
2. Using proper split distance that will enable you to carry out your assignment. Constantly change your position in order that the defense cannot read your intentions.

2. IMMEDIATE CRACKBACK:

Drive immediately to block outside LB. If LB disappears combo up to inside LB. We will use different techniques depending on Y's or HB's responsibilities.

ESSENTIALS:

- A. Keep splits that will enable you to get the job done.
 - B. Speed step with inside foot band explode to a point to execute technique.
 - C. Easy knock down block. Good contact at P.O.A. "Keep Head Up." 1st priority - Seal. 2nd priority - knock down.
 - d. Use technique best suited for situation.
-

COMMON FAULTS:

- A. Starting upfield too quickly
- B. Over extension at P.O.A.
- C. Poor combo technique at P.O.A.

3. READ:

Knowing the man or area of responsibility you must block before ball is snapped. Example: Toss 18/19 Boss, block deep 1/3 or 1/2 of field - 2nd force. Defense and play will dictate responsibility.

ESSENTIALS:

Read defensive movement and use proper technique to block play responsibility

COMMON FAULTS:

- A. Not keeping good position in accordance with development of play and movement of defensive man.
- b. Poor recognition of defensive change ups.
- c. Poor knowledge of the play.
- d. Aiming in front of defender too much, permitting him to fake and escape around you.
- e. Running too much of an arch when recognizing a quick force.

6. ROOSTER: (HAND SHIVER TECHNIQUE)

"X" or "Z" working the outside numbers of the defensive HB with the play designed to come to his outside. Technique - High shield - bouncing butt type technique, cut late on escape.

ESSENTIALS:

- A. Speed off L.O.S. to drive man deep, keeping position on outside number.
- B. As you feel the man recognize the play and start reaction, come under control and fight for position.
- C. You are a moving, bouncing hitter exactly as "Rooster" implies.
- D. If your man is escaping you inside, roll him in, or peel and cut him; any time you feel him escaping, apply cut.
- E. Stay high. Keep elbows and forearms up to control.

COMMON FAULTS:

- A. Drifting off L.O.S. permitting man to loosely play you and have easy play recognition and recovery.
- B. Trying for too much outside position or going directly at man and not anticipating move of defensive man outside the ball carrier.
- C. Over-committing yourself when you come into block control. Losing your balance and man in the process. Remember, you have a ball carrier who will help you make your block.

7. SEAL

Used by offside blocker to get position to shut off pursuit. TECHNIQUE - Rooster, Cut - Any technique you want to prevent defensive man from getting to runner - HUSTLE to cut off angle point - Keep him on your side as long as you can by releasing upfield when you can.

ESSENTIALS:

- A. Speed to position to prevent defensive man from getting angle on ball carrier.
- B. Release at proper angle
- C. Force defensive man behind to run the arch on pursuit

COMMON FAULTS:

- A. Not moving to retain position on defensive man in relation to ball carrier.
- B. Over-committing - not utilizing position and balance
- C. Thinking you are away from play and can take a break - think cutback by runner to your side.

GET YOUR MAN!

BALL HANDLING FUNDAMENTALS

ACCEPTING THE BALL:

Place the FAR hand (hand away from side QB is feeding) slightly below belt buckle, palm up with the elbow slightly raised away from hip to serve as a stop for the ball.

Place the NEAR hand (hand to the side QB is feeding) at the front of the shoulder with the thumb pointing down to help force the elbow up. The near elbow must be kept high forming a pocket for the ball. The QB will place the ball on the belt buckle. Do not reach for the ball. Once the ball is placed on the belt buckle drop the top arm and close both hands over the points of the ball.

The Ball Carrier should be looking at the P.O.A. and not at the ball. The QB is two-thirds responsible for the hand-off, you are one-third.

CARRYING THE BALL:

The ball should be carried with the finger tips over the point with the other point tucked between the elbow and the armpit. Both hands should always be used to put the ball into place.

PROTECTING THE BALL:

1. Whenever possible the ball should be kept against the body.
2. When contact is inevitable from both sides the ball should be protected with both hands.
3. When going down the ball should be protected with both hands.

SWITCHING THE BALL:

Switching the ball should be an automatic reaction when tacklers approach to ball side. This will enable you to use the free arm toward off-tacklers.

Switching the ball should be done by sliding the free hand over the top of the ball getting the fingertips over the point, bring it across the body using the bottom hand to help carry the ball to the other arm.

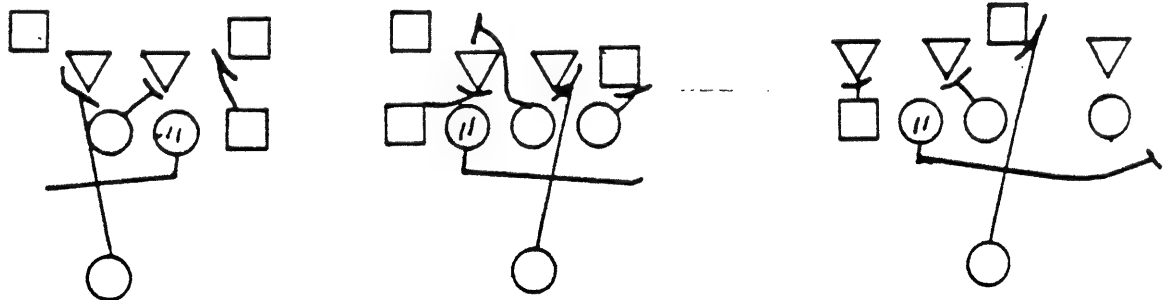
COMMON FAULTS THAT LEAD TO FUMBLES:

1. Near Elbow not raised
2. Reaching for ball
3. Not closing pocket on ball
4. Waving or not keeping ball tucked with fingertips and arm
5. Switching ball in heavy traffic

2. **APPROACH:** Explode out of your stance by stepping first with the near foot at a point just outside the man you are going to block. Your second step should be right down the middle of the man. While on your approach, be ready to adjust to his charge either in or out. This is why it is so important to get to him quickly as you will cut down on the distance you allow him to move. Keep the knees bent, head up and feet apart and moving.
3. **CONTACT:** Your concentration point for contact is 4" above his outside knee. Get under his shoulder pads. Block with your inside shoulder through his outside knee. Hit on the rise and work your feet upon contact.
4. **FINISH:** Maintain a good base and keep your head up and feet moving. If you have to, go to all fours and scramble him, but at all cost try not to end up on your belly unless he is cut down on top of you!
5. **C.P.:** If while on your approach you see your offensive tackle blocking your assignment, continue on your course and block his responsibility. This is called a Bat technique and may be called prior to the snap by your tackle. Don't ever assume it will be called. A proper approach will take care of this adjustment!

COMMON FAULTS

1. Approaching at a poor angle.
2. Not getting to block quick enough.
3. Over-extending under the man ending up on your belly.
4. Not follow through and allowing the man to escape.



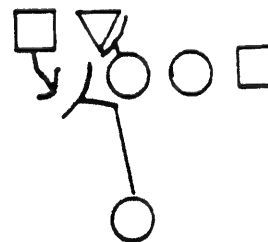
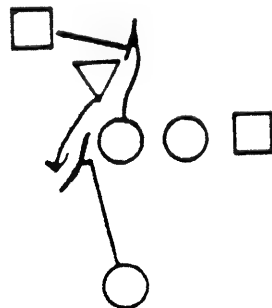
- 2.3 WALL BLOCK: A two offensive man combination block used primarily on the backside of a running play. The Back will block the outside of the area and the Tackle will usually be responsible for the inside of the area.

TECHNIQUE: Generally a Back and Tackle Tech.

1. P.S.L.: Locate the two men in your assigned area. Your P.S.L. may define which man will be yours.
2. APPROACH: Explode out of your stance by stepping with your inside foot at the inside leg of the Offensive Tackle. While on your approach, read the charge of the two people in your area. Continue on your course. Keep the knees bent, head up and feet apart. C.P. If your man takes a hard outside, continue upfield to the next man.
3. CONTACT: Make contact with your outside shoulder on any man that crosses your path. Put your outside shoulder through the inside hip of the defender. Hit on the rise and work your feet upon contact.
4. FINISH: Maintain a good base and keep your head up and feet moving. Don't allow the man to escape to your inside. You may use cut Tech.
5. C.P.: Be prepared to block as soon as you leave your stance.

COMMON FAULTS:

1. Approaching at a poor angle.
2. Not being ready to block
3. Not sprinting through the area.
4. Allowing an inside escape.



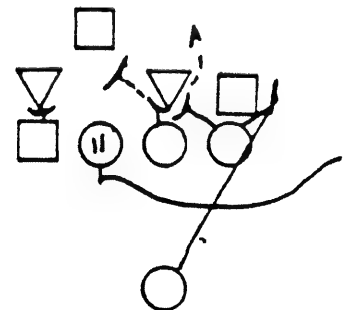
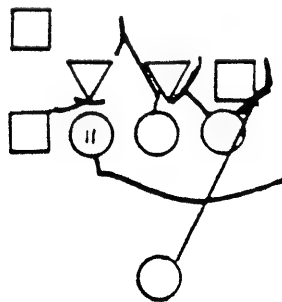
- 2.5 30B BLOCK - Back on Backer - 6-7 and 8-9 holes.
This block is used primarily with a Sweep on the Stub
LB'er or DE.

TECHNIQUE: Hook Block all the way!

1. P.S.L.: Locate your assignment - usually a Stub LB'er but could be a DE. Your concentration point is the man's far hip.
2. APPROACH: Explode out of your stance by stepping with your near foot at a point approximately 1 foot outside your assignment. Sprint for this point always attempting to get there even if he moves out. Be alert to cut him early if he attempts to go under you. Keep your knees bent, head up and feet apart.
3. CONTACT: Your concentration point for contact is the man's outside. Continue on your approach attempting to drive your head on past the man. Make contact by getting your head through his outside number. Strike off your outside leg. This helps you get going upfield. Hit on the rise and keep your feet moving.
4. FINISH: Maintain a good base and keep your head up and feet moving. Attempt to end up going straight upfield.
5. C.P.: Since you are going for a hook all the way, make sure you don't let him get under you.

COMMON FAULTS:

1. Not getting to the man quick enough.
2. Approaching too flat or too wide.
3. Leaving your feet too soon.
4. Not finishing headed upfield.



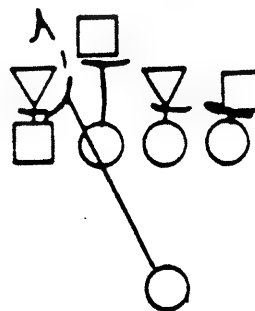
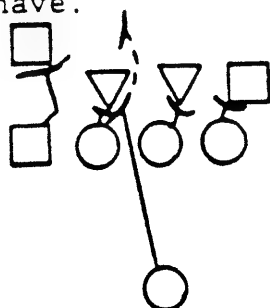
- 2.7 INFLUENCE BLOCK: The Inf. Block is either a "clean up" block on a man coming off another block or a block on a LB'er at the P.O.A. The Back will lead through the hole called.

TECHNIQUE:

1. P.S.L.: Check the defense at the P.O.A. Try to anticipate what your block is going to be.
2. APPROACH: Explode out of your stance with a lead step, driving for the inside point of the hole called. While on your approach, read the defense all the way. Stay tight to the inside of the hole and only leave this course if the hole is clean and the LB'er appears from the outside. Your first thought is to seal inside the hole, either on a down lineman or LB'er coming from the inside out.
3. CONTACT: Your concentration point is outside foot of the lineman at the P.O.A., not on an individual man. If a lineman comes off the lineman inside the hole, block him by putting your inside shoulder on his inside hip. Hit on the rise and work your feet on contact. If the hole is clean and a LB'er appears, execute a Butt Block through the numbers. Vs. Bubble you may help Center.
4. FINISH: Maintaining a good base is important on both blocks. Keep your head up and feet moving. The one thing you don't want to happen is to get stuffed in the hole.
5. C.P.: The most important point is to read on the move. Don't wait for something to happen. On a weak lead draw your concentration is LB'er all the way.

COMMON FAULTS:

1. Not reading the defense properly.
2. Not tight enough to the inside of the P.O.A.
3. Not hitting with authority, therefore, getting stuffed.
4. Choosing a side on a LB'er.
5. On a lead draw - giving away the inside you already have.



- 2.9 GAP BLOCK: A combination block with a back and a tackle or a back and a tight end.

TECHNIQUE:

1. P.S.L. : Check defensive front and locate your possible assignment.
2. APPROACH: Step out of stance with a short lateral step keeping shoulders square up field. Team with tackle or tight end on defensive man. Try to push defender over to tackle or tight end if possible. (Keep shoulders square). Then release for second inside defender.

COACHING POINTS: If defender works hard into you sustain him, pulling lineman will make adjustment. If defender works outside you go through and work backside.

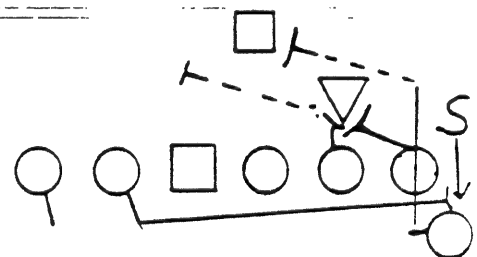
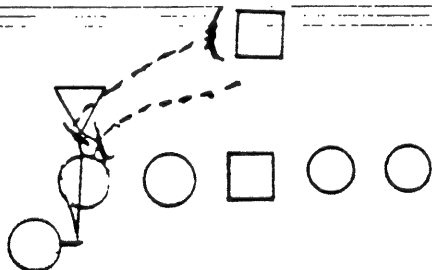


TABLE OF CONTENTS - DEFENSIVE TERMINOLOGY

DEFENSIVE IDENTIFICATION - GENERAL

PAGE

IDENTIFICATION OF DEFENSIVE PERSONNEL	1
a. 3-4 PERSONNEL - DIAGRAMMED	2
b. 4-3 PERSONNEL - DIAGRAMMED	2
c. NICKEL PERSONNEL - DIAGRAMMED	3
3-4 DEFENSIVE FRONTS	4-5
4-3 DEFENSIVE FRONTS	6-7
BUC LINEBACKER ALIGNMENTS	8
STUB LINEBACKER ALIGNMENTS	9
MAC LINEBACKER ALIGNMENTS	10
WILL LINEBACKER ALIGNMENTS	11
3-4 DEFENSE - CHARGES AND STUNTS	12-14
4-3 DEFENSE - CHARGES AND STUNTS	15-17
DOG - BLITZ IDENTIFICATION	18

BASIC COVERAGE TERMINOLOGY & DEFINITIONS

19

BIN OR BOB - SIN OR SON - BUZZ	20
TANGO - COMBO - BASS	21
DOUBLE - DOUBLE/LOCK - 7 READ	22
9 COMBO - Z - X	23
TRIANGLES - FRANK - FREE	24
CHINA - BRACKET - S TOP	25
F TOP	26

1 "CHINA" DOUBLE "H"	41
1 "CHINA" "X BRACKET" "TANGO Y-F"	41
1 "CHINA" - BUZZ "X" -"TANGO F-F"	41
7 "F"	42
7 BRACKET	42
7 "H"	42
7 - TRAP - F	43
7 - "FRANK" - TANGO "Y-F"	43
7 - BASS "Y-F" (RED DOG)	43
7 - BUZZ "X" - "F"	44
9 - "BRACKET" - "H"	44
9 - READ "Y" - (RED DOG)	44
9 - "JAZZ"	45
9 - "ZEKE"	45
9 - "ZORO" - F	45
9 - "FUZZ" - F	46
9 - "CLEO"	46
9 - BUZZ "Z"	46

IDENTIFICATION OF NICKEL COVERAGES 47

46	48
46 - JILL	48
46 - BUC	48
46 - CLEO	49
46 - SKY	49
46 - BRONCO	49
11 - FRANK	50
11 - JILL	50
11 - CHINA - HOLE	50

IDENTIFICATION OF DEFENSIVE PERSONNEL

IDENTIFICATION OF DEFENSIVE PERSONNEL IS BASED ON THE POSITION OF THE DEFENSIVE PLAYERS AS SEEN FROM THE OFFENSIVE SIDE OF THE BALL.

DEFENSIVE LINE

RIGHT TACKLE (4-3) : "RT"
LEFT TACKLE (4-3) : "LT"
NOSE TACKLE (3-4) : "NT"
RIGHT END : "RE"
LEFT END : "LE"

SECONDARY

RIGHT CORNER : "ROB"
LEFT CORNER : "LOU"
STRONG SAFETY : "FRANK"
WEAK SAFETY : "JILL"

LINEBACKERS

STRONG OUTSIDE : "STUB"
STRONG INSIDE (3-4) : "MAC"
MIDDLE (4-3) :
WEAK OUTSIDE : "BUC"
WEAK INSIDE (3-4) : "WILL"

REGULAR 3-4

3-DL
4-LB
4-DB

REGULAR 4-3

4-DL
3-LB
4-DB

NICKEL 4-0

4-DL
2-LB
5-DB

NICKEL 3-0

3-DL
3-LB
5-DB

NICKEL 5-0

5-DL
1-LB
5-DB

DIME 4-0

4-DL
1-LB
6-DB

DIME 3-0

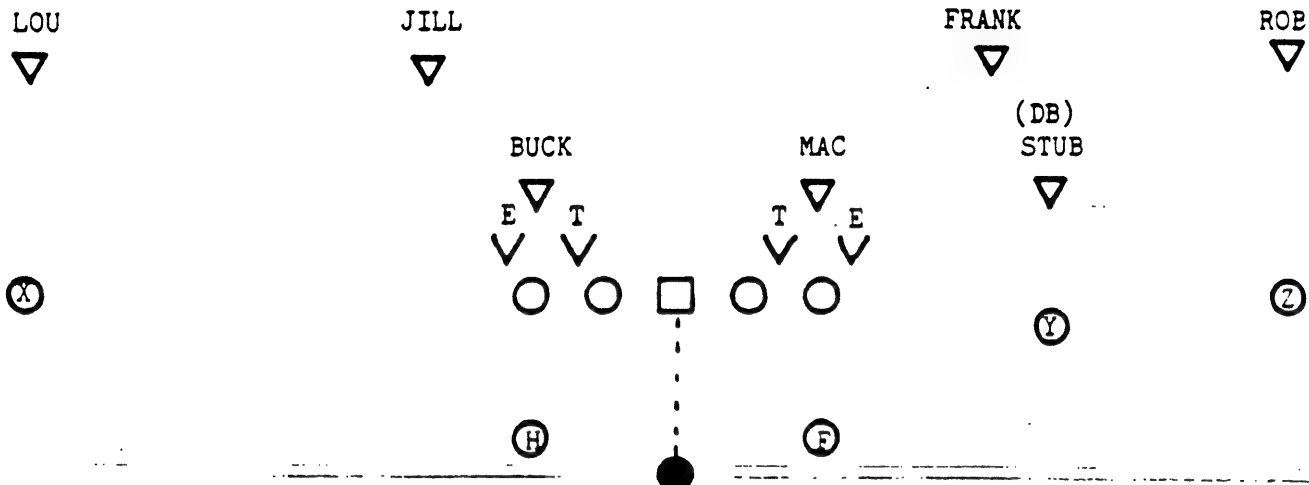
3-DL
2-LB
6-DB

DIME 5-0

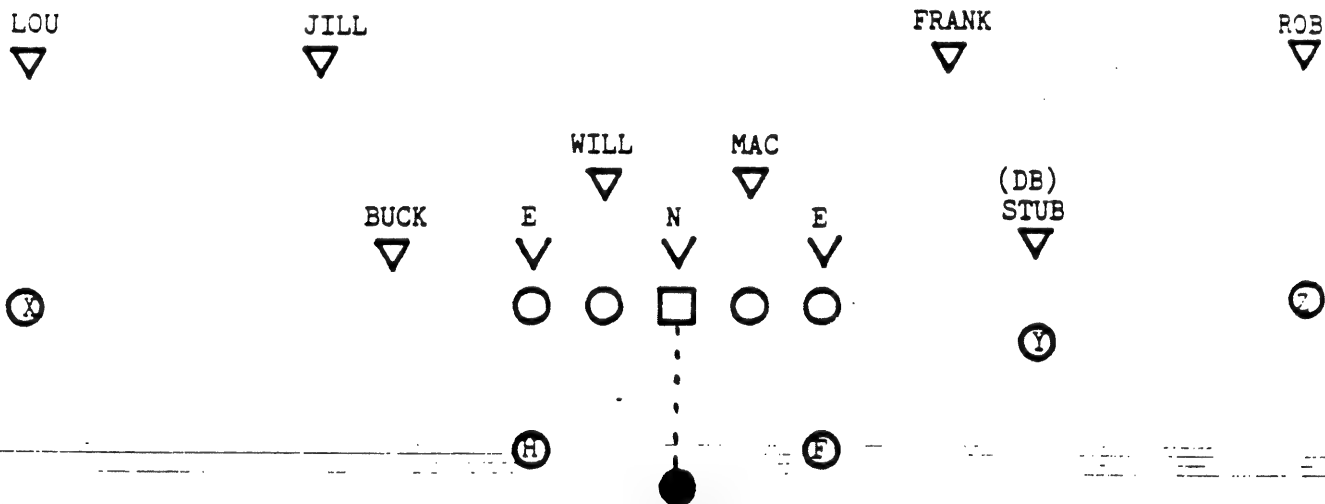
5-DL
0-LB
6-DB

IDENTIFICATION OF NICKEL DEFENSIVE PERSONNEL

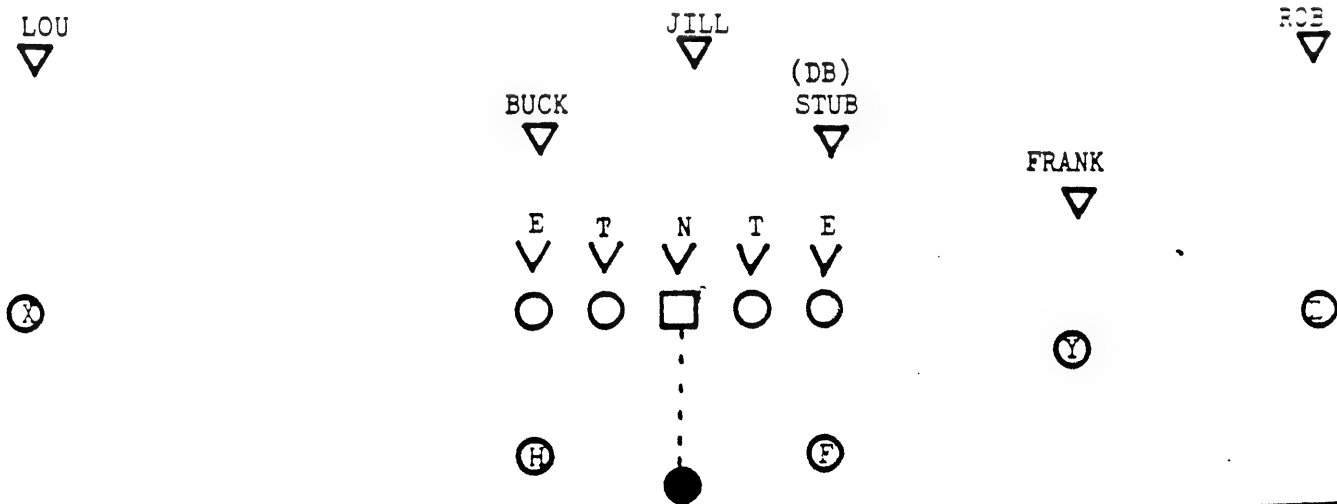
40 DEFENSE (NICKEL WITH 4 DOWN LINEMEN)



30 DEFENSE (NICKEL WITH 3 DOWN LINEMEN)



50 DEFENSE (NICKEL WITH 5 DOWN LINEMEN)



4-3 DEFENSIVE FRONTS

<p><u>4-3</u></p> <p><u>"UNDER SINK"</u></p>	<p>B M</p> <p>E T T E S</p>
<p><u>"44"</u></p>	<p>B M</p> <p>E T T E S</p>
<p><u>"42"</u></p>	<p>B M</p> <p>E T T E S</p>
<p><u>"51"</u></p> <p>(5 DOWN LINEMEN)</p>	<p>M</p> <p>E T N T E S</p>
<p><u>"46"</u></p> <p>(BEARS)</p>	<p>F B</p> <p>E T T E M S</p>
<p><u>"46 - OVER"</u></p>	<p>F M</p> <p>B E T T S E</p>
<p><u>4-3</u></p> <p><u>"UNDER - SINK"</u></p> <p><u>"CHANGE"</u></p>	<p>B M F S</p> <p>E T T E</p>
<p><u>4-3</u></p> <p><u>"OVER - STACK - SINK"</u></p> <p><u>"CHANGE"</u></p>	<p>M S</p> <p>B E T T F E</p>
<p><u>4-3</u></p> <p><u>"STACK - WIDE"</u></p>	<p>M</p> <p>B E T T E S</p>
<p><u>4-3</u></p> <p><u>"STACK WIDE"</u></p> <p><u>"F"</u></p>	<p>M F</p> <p>B E T T E S</p>

3-4 DEFENSIVE FRONTS

<p><u>3-4</u> "DOUBLE SINK"</p>	<p>B W E T E M S</p> <p>○ ○ □ ○ ○ ○</p> <p>○</p>
<p><u>3-4</u> "DOUBLE SINK" "CHANGE"</p>	<p>B W E T E M F S</p> <p>○ ○ □ ○ ○ ○</p> <p>○</p>
<p><u>3-4</u> "DOUBLE SINK" "F"</p>	<p>B W F E M S</p> <p>○ ○ □ ○ ○ ○</p> <p>○</p>
<p>"36"</p>	<p>B F E T E W M S</p> <p>○ ○ □ ○ ○ ○</p> <p>○</p>
<p>"36 - SWITCH"</p>	<p>B W E T E F M S</p> <p>○ ○ □ ○ ○ ○</p> <p>○</p>
<p><u>3-4</u> "M"</p>	<p>B E W T M E S</p> <p>○ ○ □ ○ ○ ○</p> <p>○</p>
<p><u>3-4</u> "W"</p>	<p>B E W T M E S</p> <p>○ ○ □ ○ ○ ○</p> <p>○</p>
	<p>○ ○ □ ○ ○ ○</p> <p>○</p>
	<p>○ ○ □ ○ ○ ○</p> <p>○</p>
	<p>○ ○ □ ○ ○ ○</p> <p>○</p>

WILL LINEBACKER ALIGNMENTS

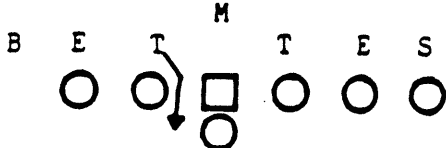
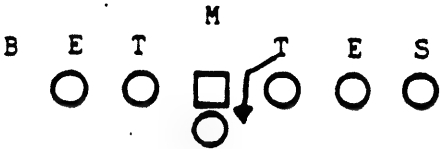
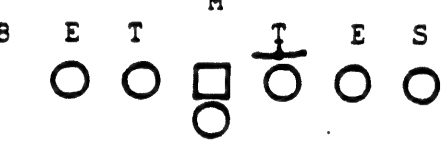
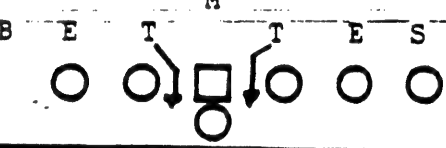
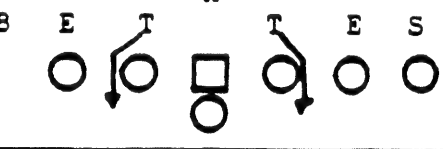
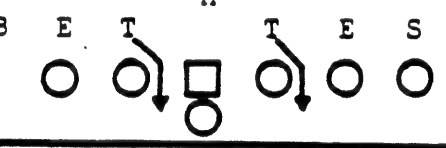
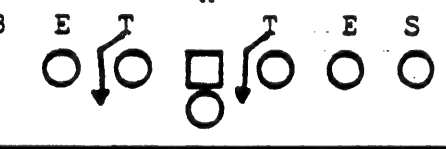
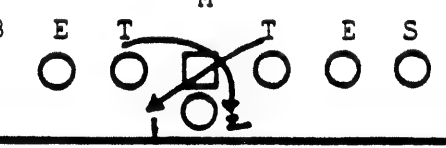
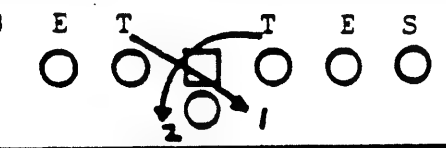
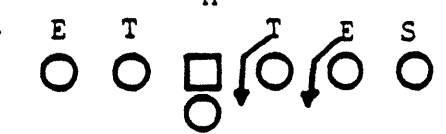
<p><u>"W"</u></p> <p>HEAD UP ON THE OG ON THE LOS</p>	
<p><u>"1"</u></p> <p>IN THE "1" GAP ON THE LOS (THREATEN BLITZ)</p>	
<p><u>"2"</u></p> <p>IN THE "2" GAP ON THE LOS (THREATEN BLITZ)</p>	
<p><u>"Y"</u></p> <p>(TO THE WEAK SIDE) LINE UP OVER THE TE ON THE LOS</p>	
<p><u>"H"</u></p> <p>LINE UP ON H OR F IN A PRESS POSITION</p>	
<p><u>"X"</u></p> <p>LINE UP ON "X" IN A PRESS POSITION</p>	
<p><u>OUTSIDE</u></p> <p>LINE UP OUTSIDE OF BUC ON LOS. (THREATEN BLITZ)</p>	
<p><u>WALK</u></p> <p>OFF THE LOS MID-WAY MID-WAY BETWEEN X AND OT.</p>	

STUB LINEBACKER ALIGNMENTS

<p><u>"ST"</u></p> <p>LINED UP OVER THE OT - OFF THE LOS</p>	
<p><u>"LUG"</u></p> <p>LINED UP OVER THE OG</p>	
<p><u>"STUD"</u></p> <p>STACKED BEHIND THE DE OVER THE TE</p>	
<p><u>"SW"</u></p> <p>OFF THE LOS - MIDWAY BETWEEN Y AND Z</p>	
<p><u>"Z"</u></p> <p>PRESS POSITION ON Z</p>	
<p><u>"SOFT"</u></p> <p>OFF THE LOS OVER TE</p>	
<p><u>"MIKE"</u></p> <p>MIDDLE LB POSITION IN 4-3 LOOK</p>	
<p><u>"WIDE"</u></p> <p>ON LOS OUTSIDE THE TE - DE OVER Y</p>	
<p><u>"BEAR"</u></p> <p>ON LOS OUTSIDE THE TE - MAC OVER Y</p>	
<p><u>"CHANGE"</u></p> <p>ON THE LOS OUTSIDE THE TE - S/S OVER Y</p>	

4-3 DEFENSE

"CHARGES & STUNTS"

<p><u>LOUIE</u> LT SLANT INSIDE GAP</p>	
<p><u>RALPH</u> RT SLANT INSIDE GAP</p>	
<p><u>2 GAP</u> WHEN A D-LINEMAN PLAYS BOTH GAPS ON A MAN</p>	
<p><u>TITE</u> BOTH DT's SLANT TO INSIDE GAPS</p>	
<p><u>WIDE</u> BOTH DT's SLANT TO OUTSIDE GAPS</p>	
<p><u>RAM</u> BOTH DT's SLANT TO OFFENSIVE RIGHT</p>	
<p><u>LION</u> BOTH DT's SLANT TO OFFENSIVE LEFT</p>	
<p><u>TWIST (RTT)</u> DT STUNT - RT LEAD</p>	
<p><u>TWIST (LTT)</u> DT STUNT - LT LEAD</p>	
<p><u>SLAM</u> DE & DT TO TE SIDE SLANT TO INSIDE GAPS</p>	

3-4 DEFENSE

"CHARGES & STUNTS"

<p><u>STEEL</u></p> <p>DE TO THE TE SIDE & NT SLANT TOWARD THE TE</p> <p>(2 MAN SLANT)</p>	
<p><u>WHEEL</u></p> <p>DE AWAY FROM TE SIDE & NT SLANT AWAY FROM TE</p> <p>(2 MAN SLANT)</p>	
<p><u>SLAM</u></p> <p>DE TO TE SIDE & NT SLANT AWAY FROM TE</p> <p>(2 MAN SLANT)</p>	
<p><u>WHAM</u></p> <p>DE AWAY FROM TE SIDE & NT SLANT TOWARD TE</p> <p>(2 MAN SLANT)</p>	
<p><u>SALLY</u></p> <p>3 MAN LINE SLANT TOWARD TE</p>	
<p><u>WILMA</u></p> <p>3 MAN LINE SLANT AWAY FROM TE</p>	
<p><u>LET</u></p> <p>LE & NT STUNT DE IS FIRST, NT BEHIND</p>	
<p><u>LTE</u></p> <p>NT & LE STUNT NT IS FIRST, DE BEHIND</p>	
<p><u>RET</u></p> <p>RE & NT STUNT DE IS FIRST, NT BEHIND</p>	
<p><u>RTE</u></p> <p>NT & RE STUNT NT IS FIRST, RE BEHIND</p>	

BASIC COVERAGE TERMINOLOGY & DEFINITIONS

4-3 DEFENSE

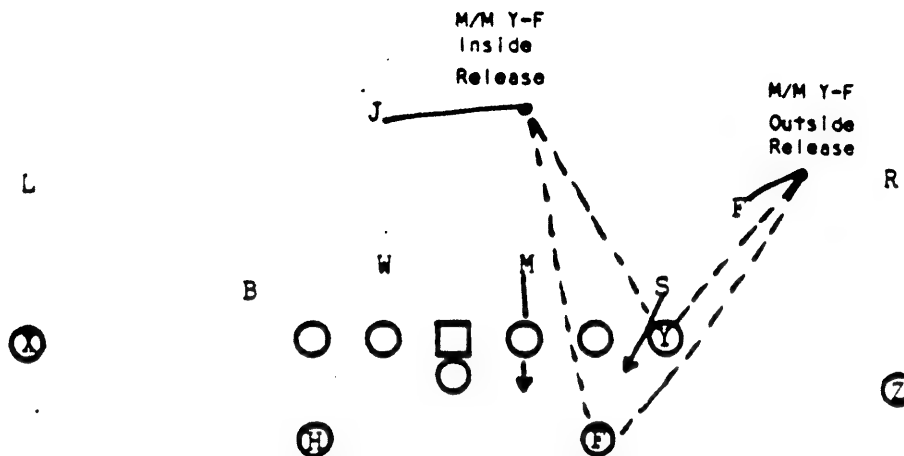
CHARGES & STUNTS

<p><u>STUB PINCH</u> OLB - DE - DT TO THE TE SIDE CHARGE INSIDE GAPS</p>	
<p><u>BUCK PINCH</u> OLB - DE - DT AWAY FROM TE CHARGE INSIDE GAPS.</p>	
<p><u>RELT</u> THREE MAN LOOP STUNT</p>	
<p><u>LERT</u> THREE MAN LOOP STUNT</p>	
<p><u>DOUBLE ET</u> DE - DT STUNT TO BOTH SIDES - DE LEAD</p>	
<p><u>DOUBLE TE</u> DT - DE STUNT TO BOTH SIDES - DT LEAD</p>	
<p><u>PINCH</u> ALL FOUR D - LINEMEN CHARGE THE INSIDE GAP</p>	
<p><u>SOLID</u> ALL FOUR D - LINEMEN PLAY A 2 GAP TECH</p>	
<p><u>OUT</u> ALL FOUR D - LINEMEN CHARGE THE OUTSIDE GAP</p>	

COVERAGE TERMINOLOGY AND DEFINITIONS

"9 COMBO"

"IN" AND "OUT" MAN TO MAN COVERAGE ON ANY TWO RECEIVERS EXECUTED BY TWO DEFENSIVE BACKS

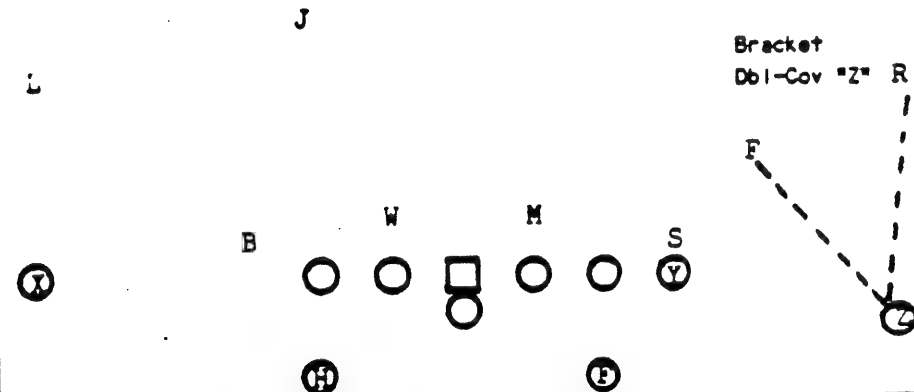


"Z"

DOUBLE COVERAGE ON THE WIDE RECEIVER DESIGNATED AS "Z", EXECUTED BY TWO DEFENSIVE BACKS. COVERAGE TECHNIQUE CAN BE "BRACKET" (IN-OUT) OR "SHORT" AND "DEEP"

Z BRACKET

Z TRAP

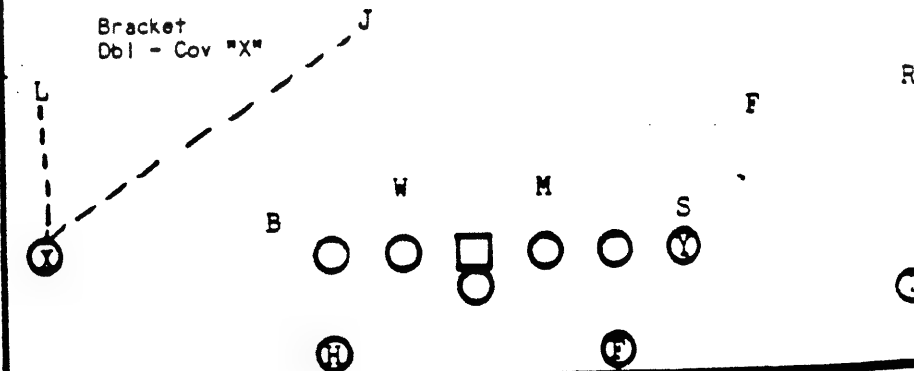


"X"

DOUBLE COVERAGE ON THE WIDE RECEIVER DESIGNATED AS "X", EXECUTED BY TWO DEFENSIVE BACKS. COVERAGE TECHNIQUE CAN BE "BRACKET" (IN-OUT) OR "SHORT" AND "DEEP"

X BRACKET

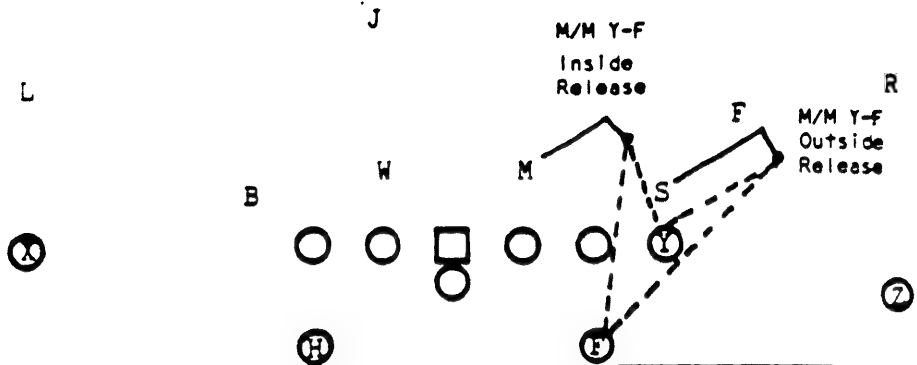
X TRAP



COVERAGE TERMINOLOGY AND DEFINITIONS

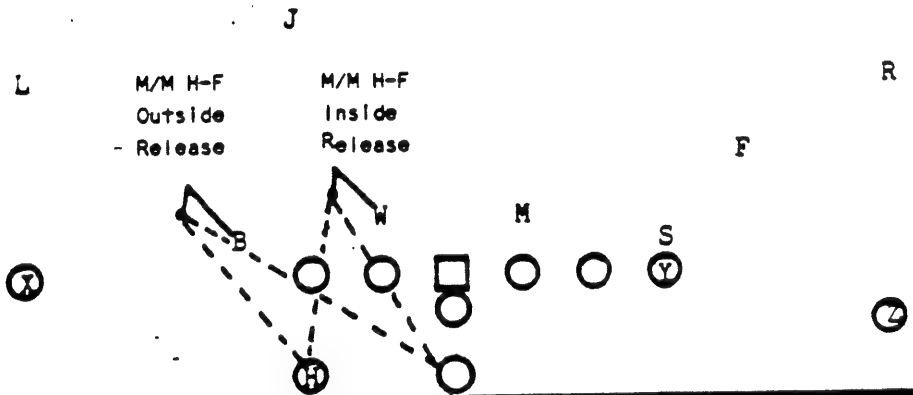
TANGO

"IN" AND "OUT" MAN TO
MAN COVERAGE ON THE
TIGHT END AND A BACK
EXECUTED BY TWO
LINEBACKERS.



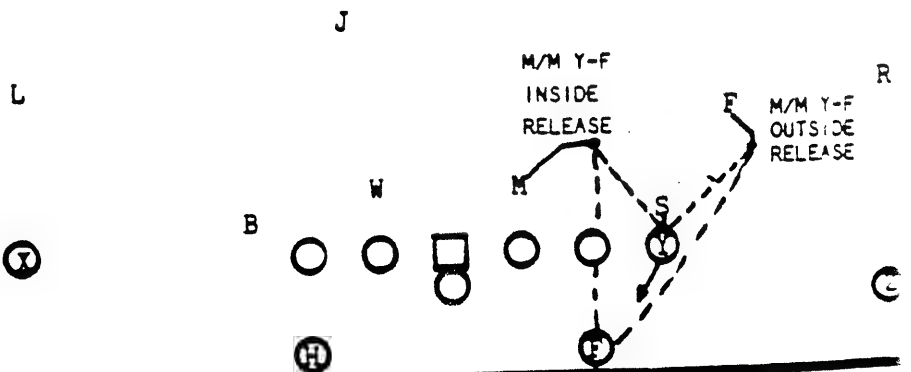
COMBO

"IN AND "OUT" MAN TO
MAN COVERAGE ON TWO
BACKS EXECUTED BY TWO
LINEBACKERS



BASS

"IN" AND "OUT" MAN TO
MAN COVERAGE ON TIGHT
END AND A BACK EXECUTED
BY A LINEBACKER AND A
DEFENSIVE BACK

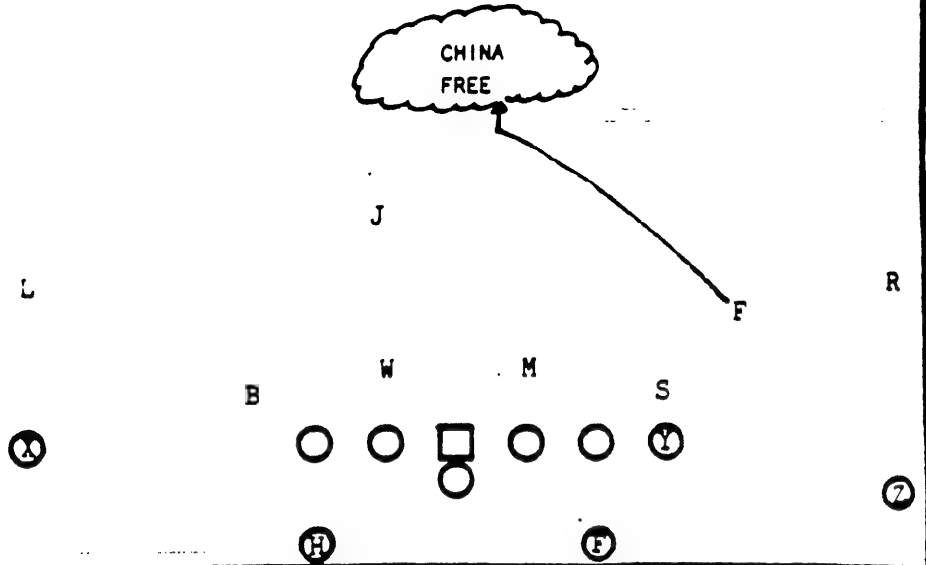


IDENTIFICATION OF REGULAR COVERAGES

COVERAGE TERMINOLOGY AND DEFINITIONS

"CHINA"

A MAN TO MAN COVERAGE
DEFENSE OF SOME KIND
WHERE-IN THE STRONG
SAFETY (FRANK) PLAYS
CENTER FIELD WITH
NO MAN COVERAGE
RESPONSIBILITY -
"POST HELP".

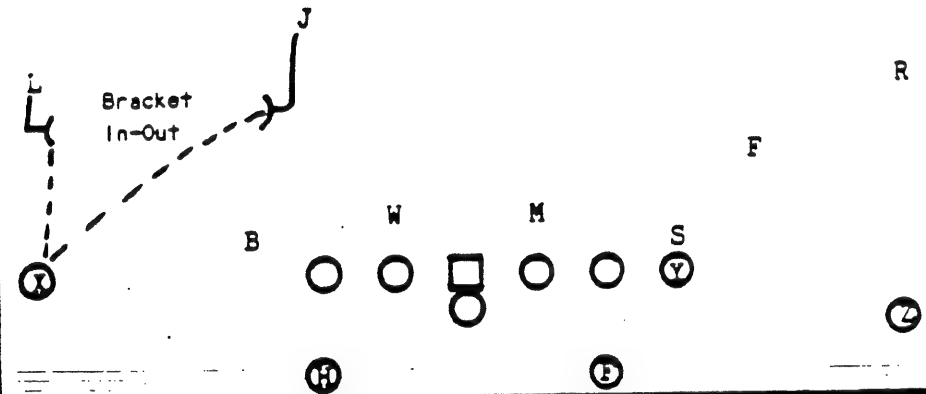


"BRACKET"

A TERM USED TO DEFINE DOUBLE COVERAGE ON A SINGLE RECEIVER, WHERE-IN, ONE COVER MAN TAKES AWAY INSIDE ROUTES AND A SECOND COVER MAN TAKES AWAY OUTSIDE ROUTES.

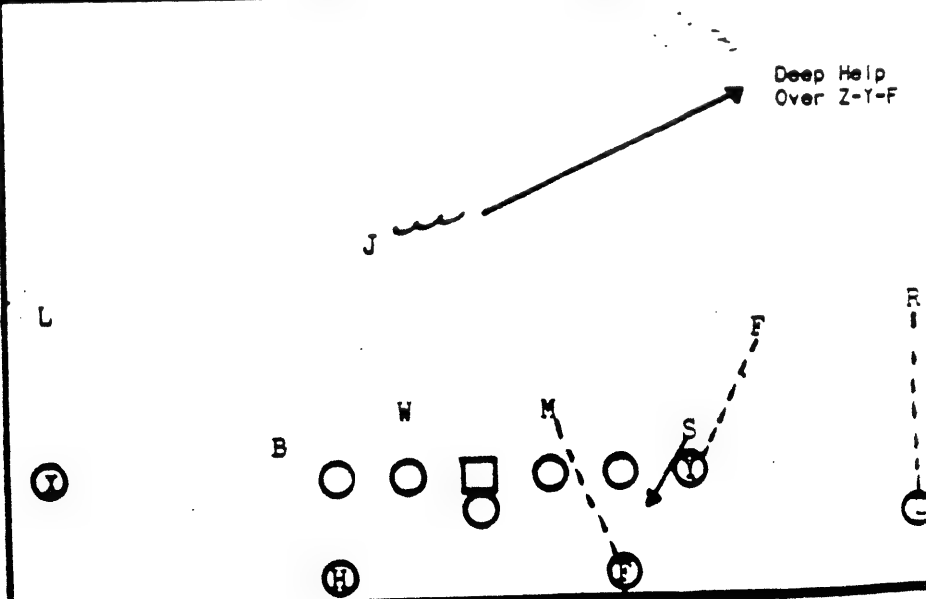
L - M/M on X with Outside Leverage

J = M/M on X with Inside Leverage



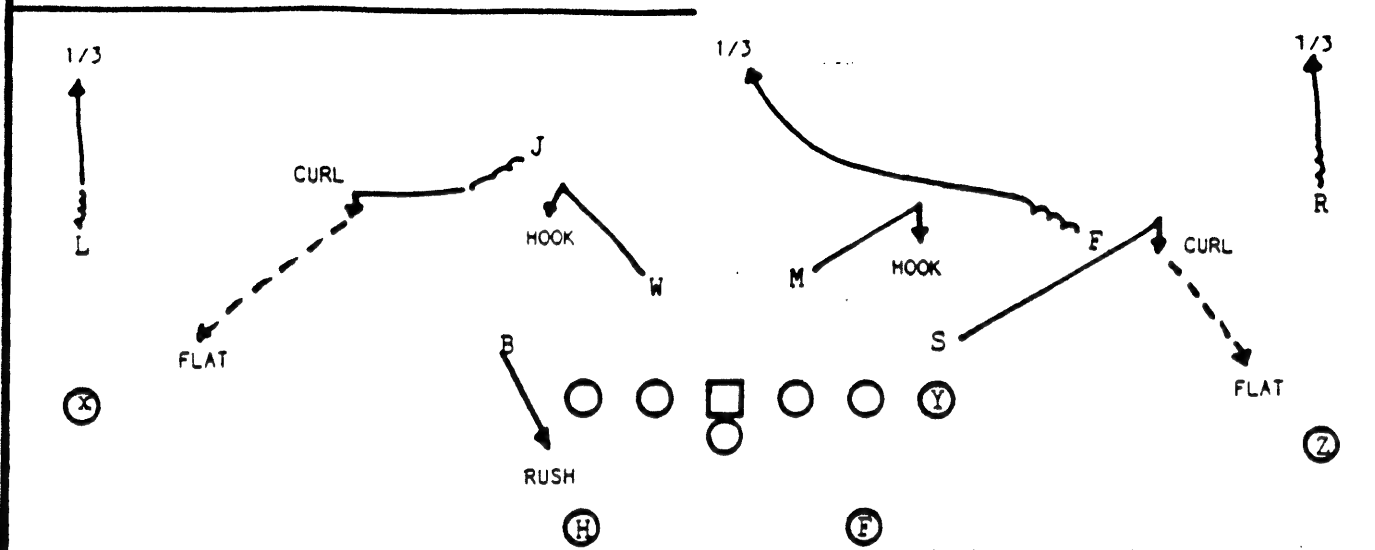
"J TOP"

A TERM USED TO DESCRIBE
A MAN COVERAGE WHERE-IN
THE WEAK SAFETY (JILL)
PLAYS DEEP HELP OVER
Z-Y-F TO THE STRONG
SIDE - "VERTICLE
STRETCH" HELP.

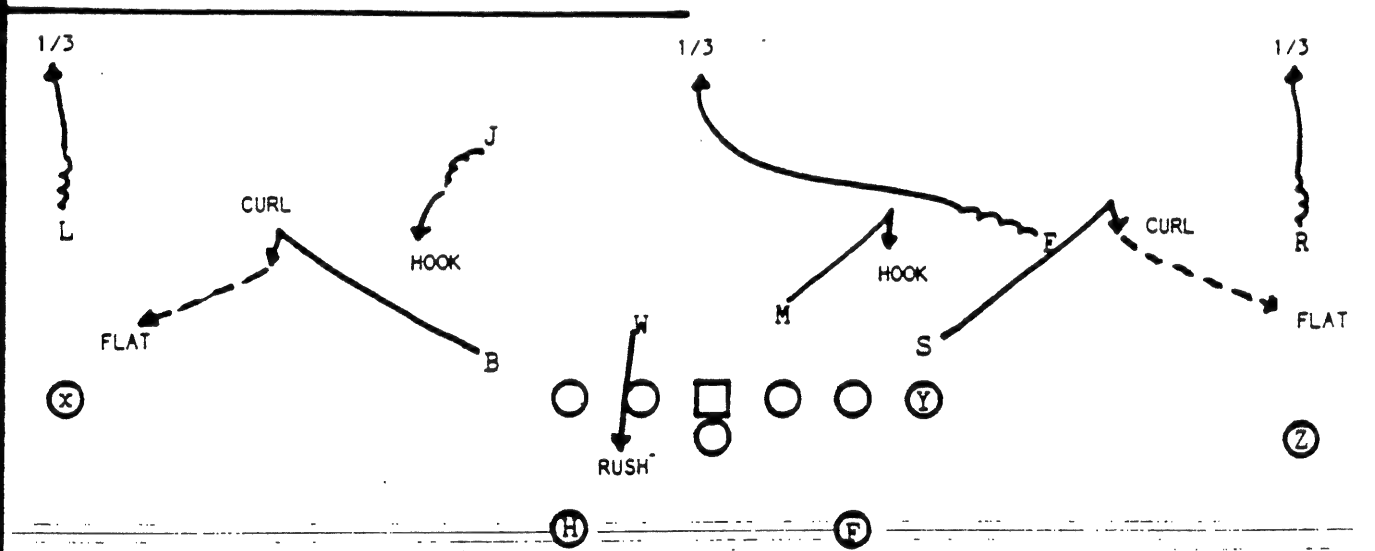


REGULAR COVERAGES

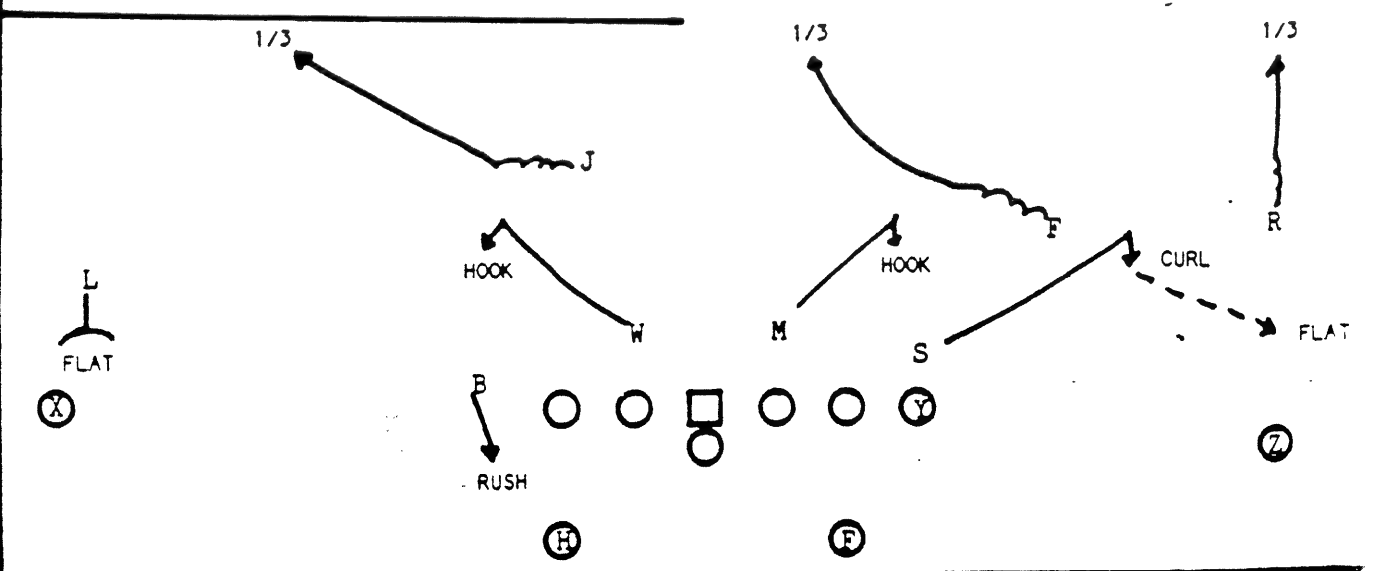
COV: 6 JILL



COV: 6 BRONCO

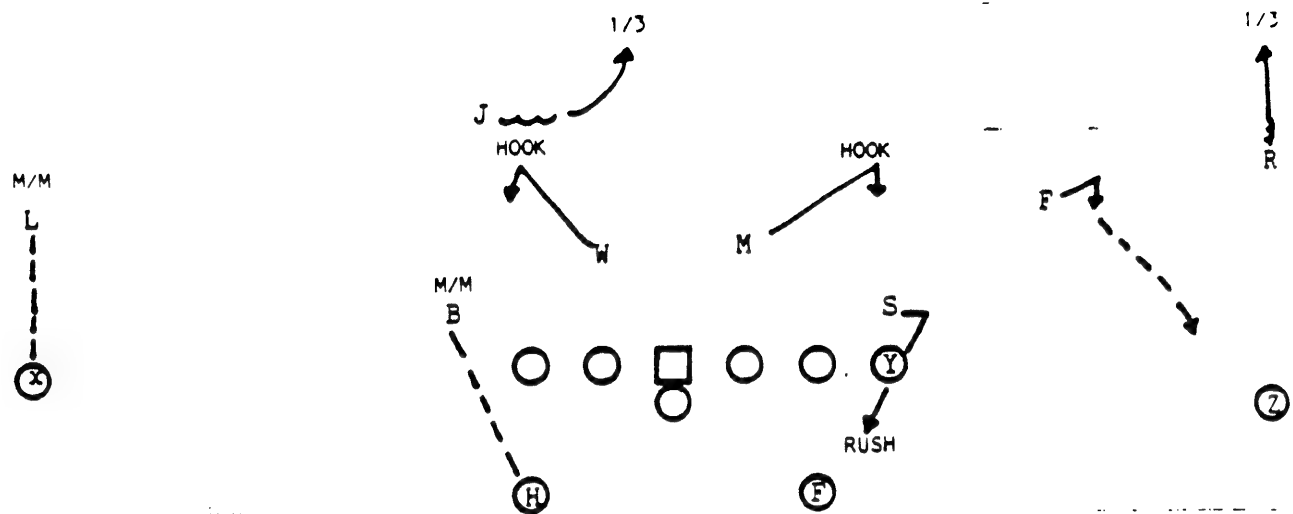


COV: 6 TRAP

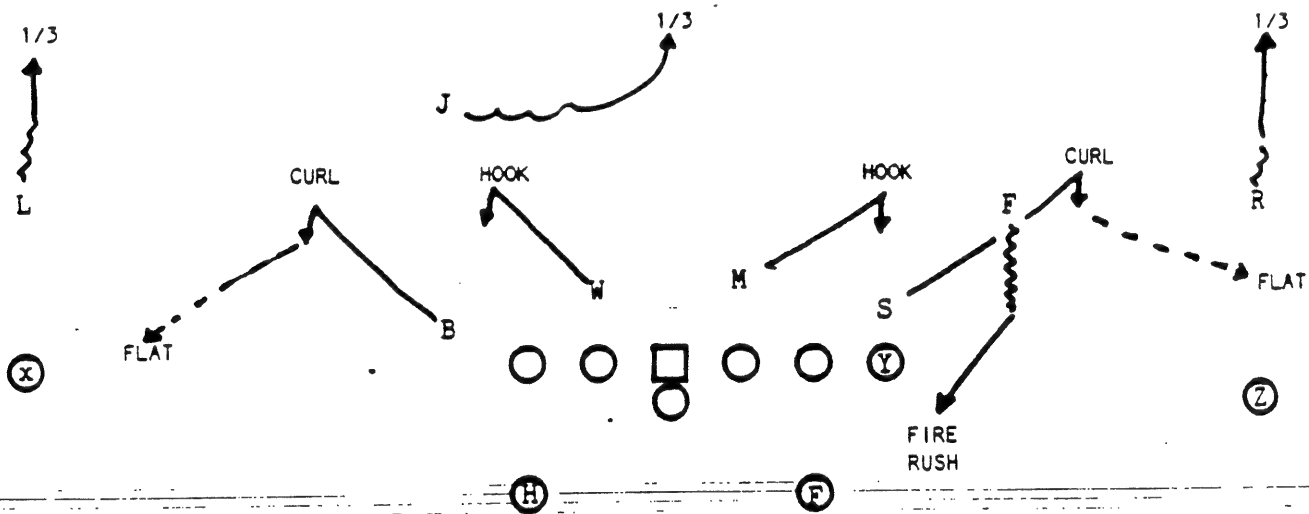


REGULAR COVERAGES

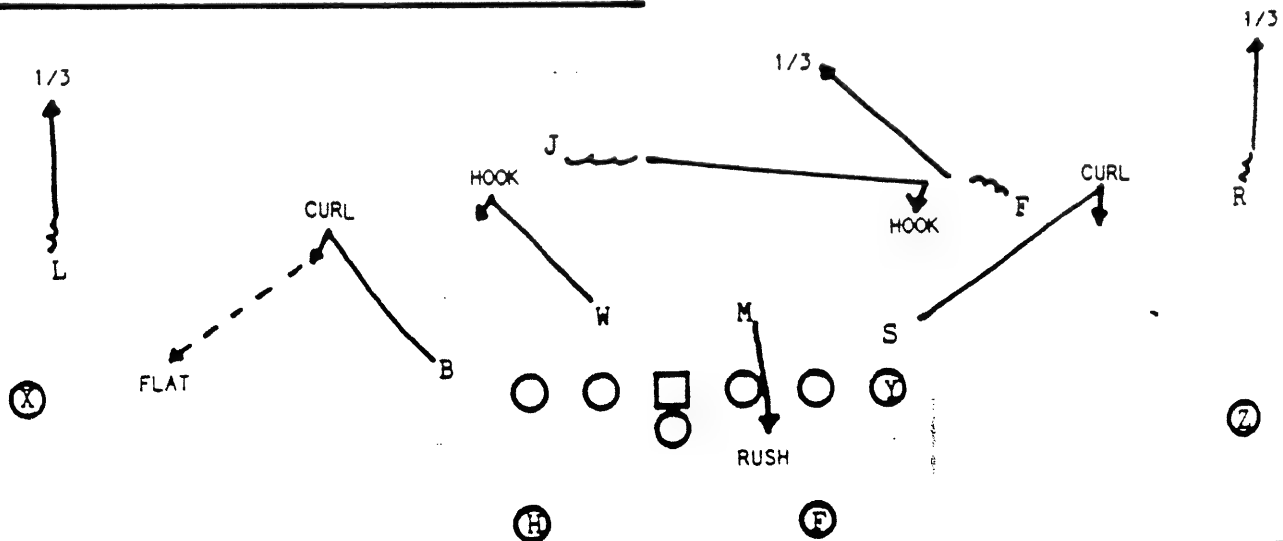
COV: 4 TAMPA MATCH WEAK



COV: 4 FRANK

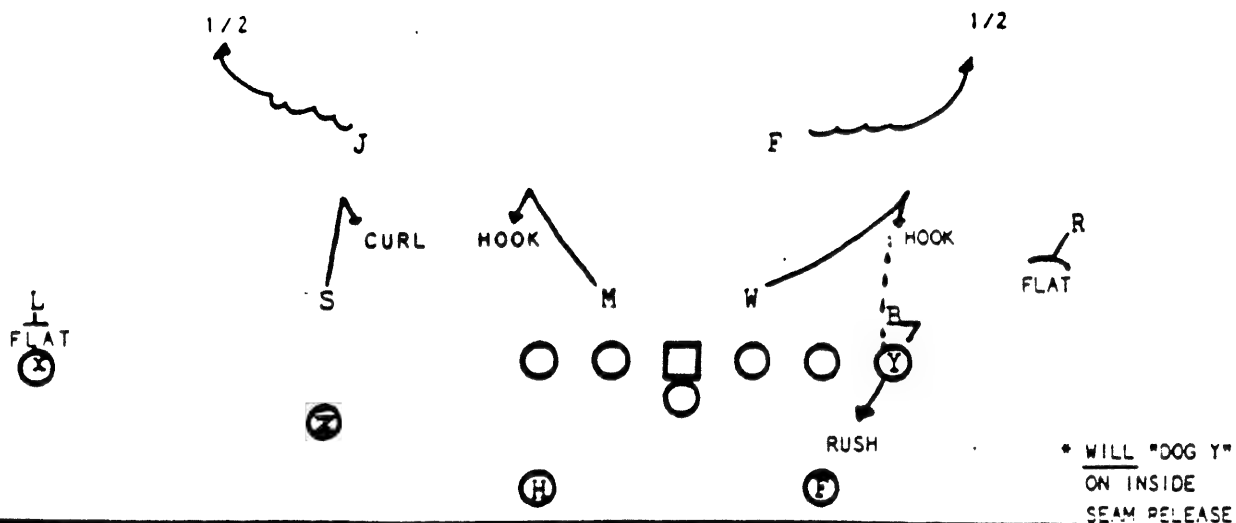


COV: 4 CHINA

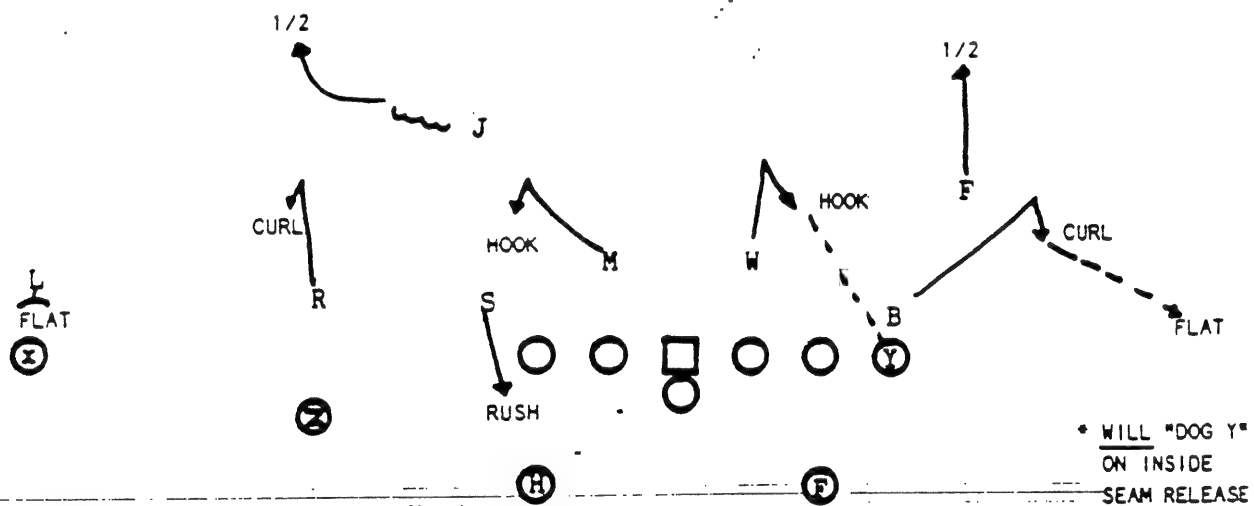


REGULAR COVERAGES

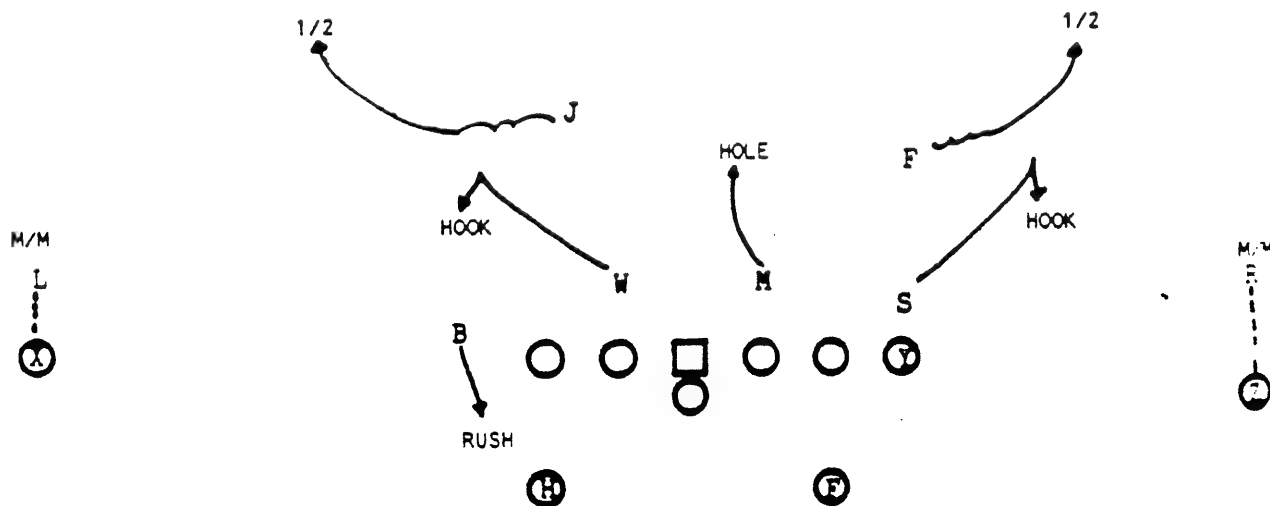
COV: TRUE 2



COV: (2) 4 SQUAT

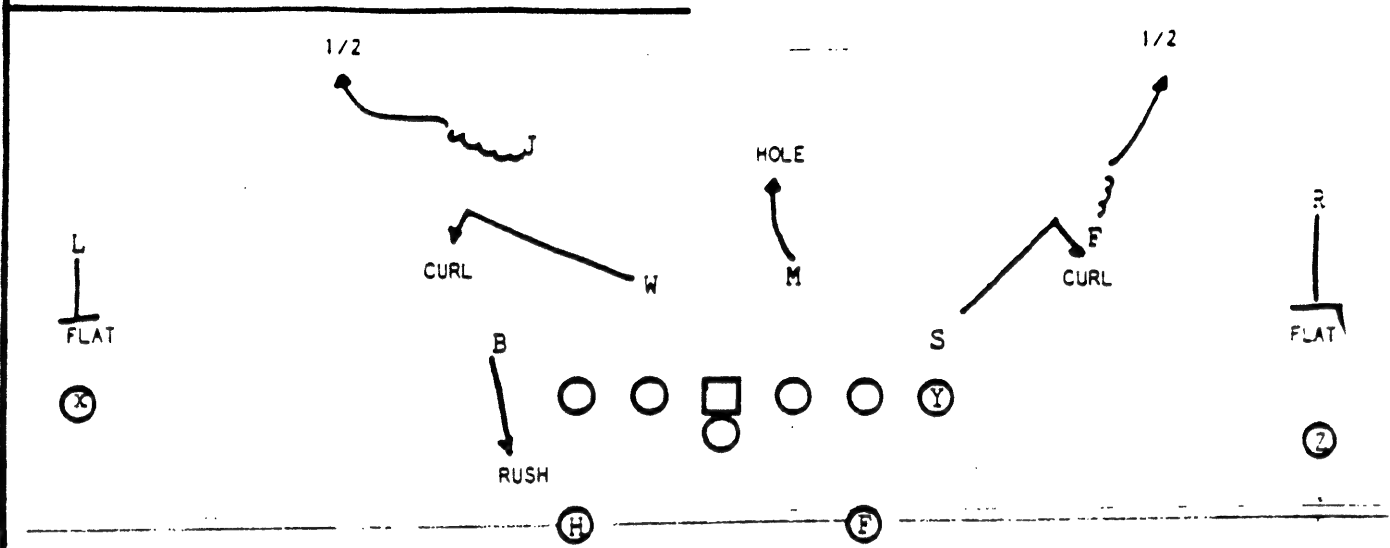


COV: 2 - LOCK X & Z

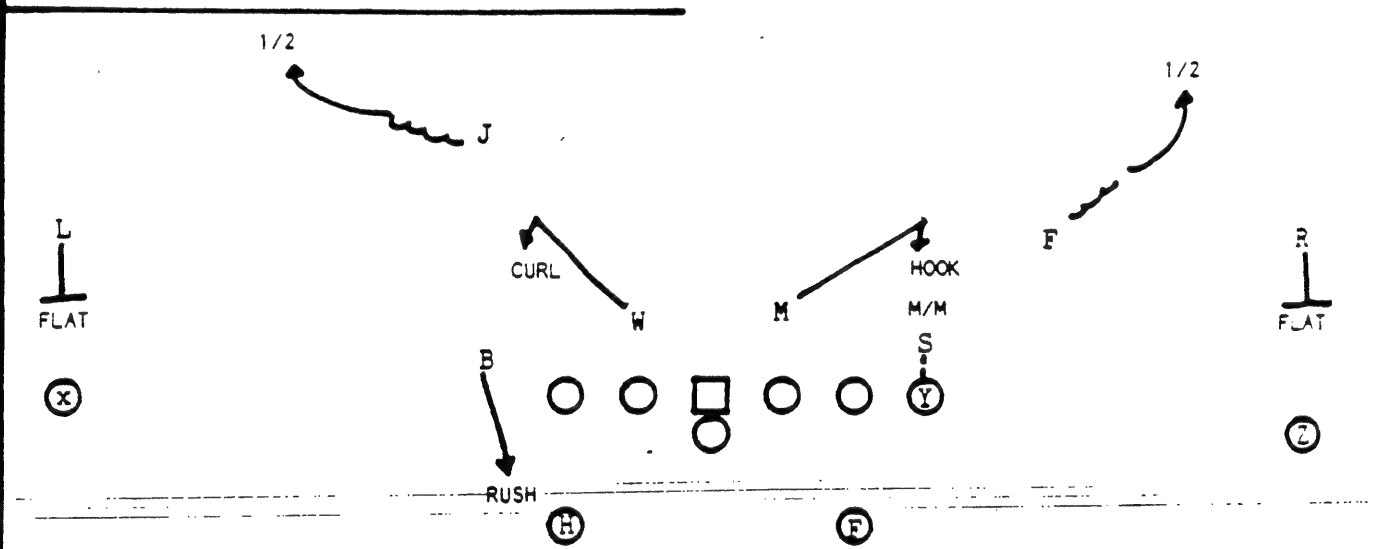


REGULAR COVERAGES

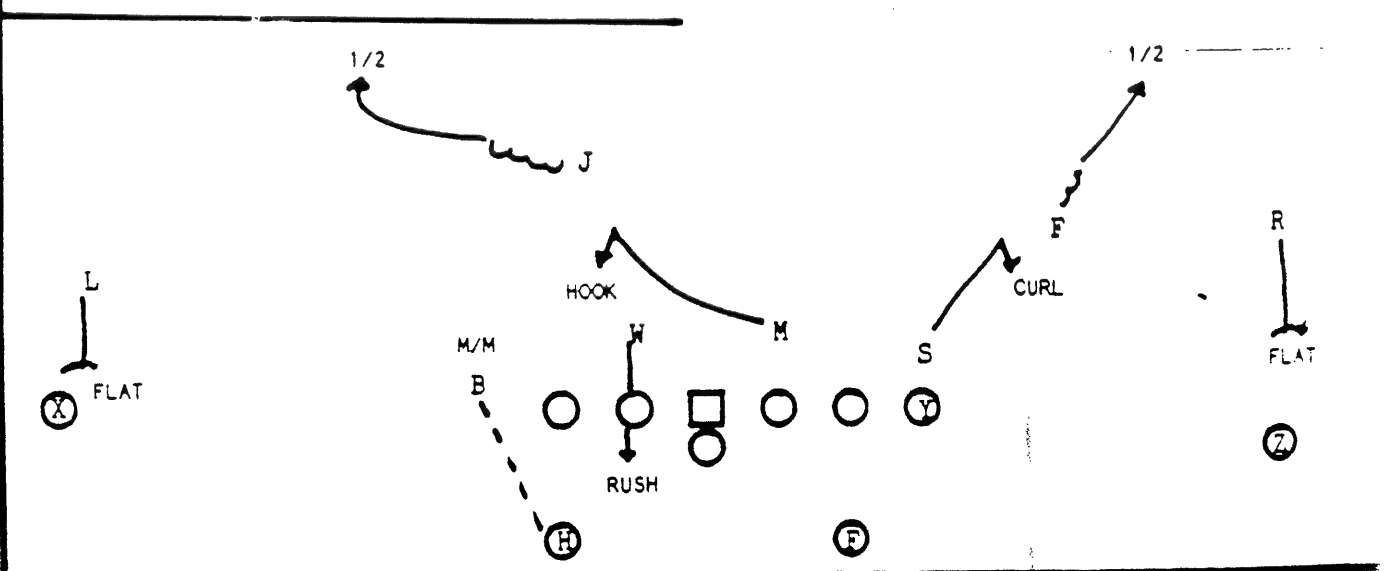
COV: 2



COV: 2 LOCK "Y"

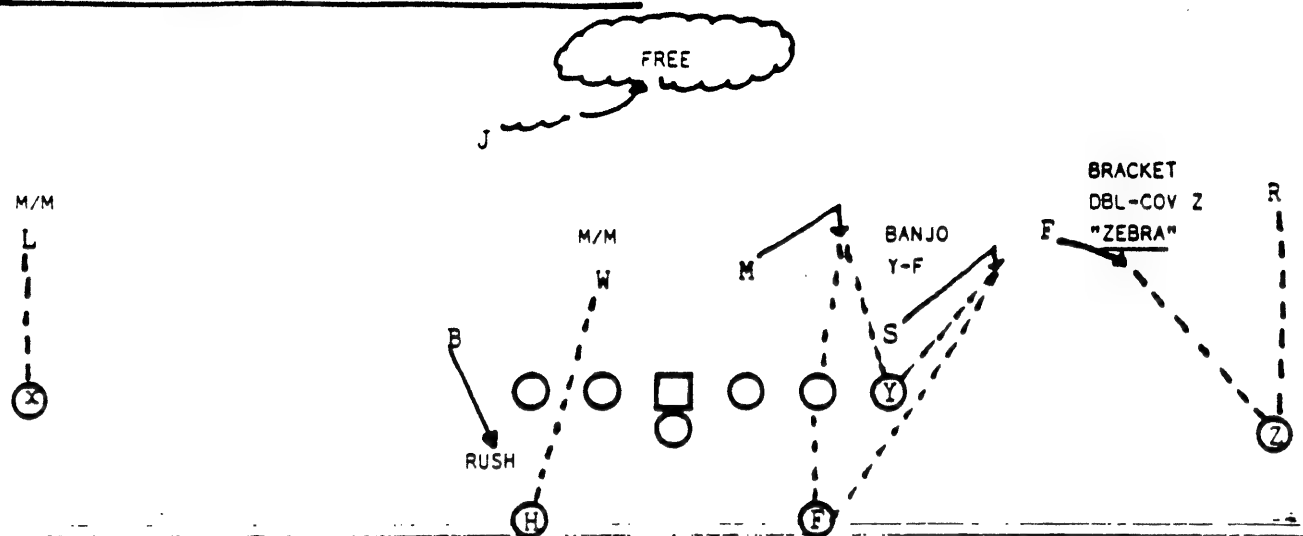


COV: 2 LOCK "H"

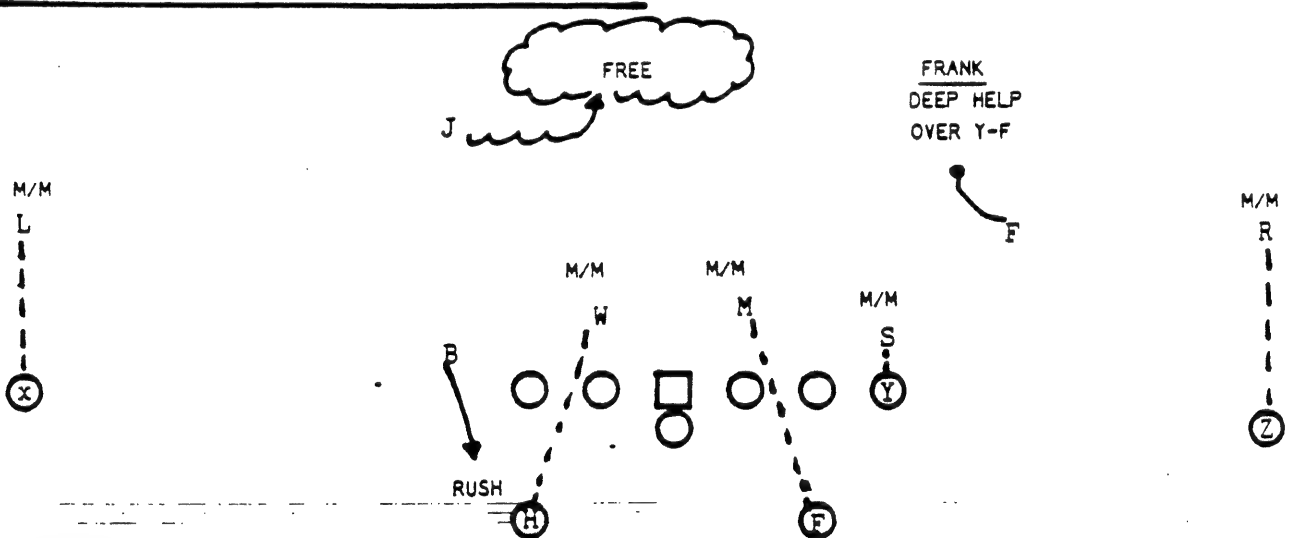


REGULAR COVERAGES

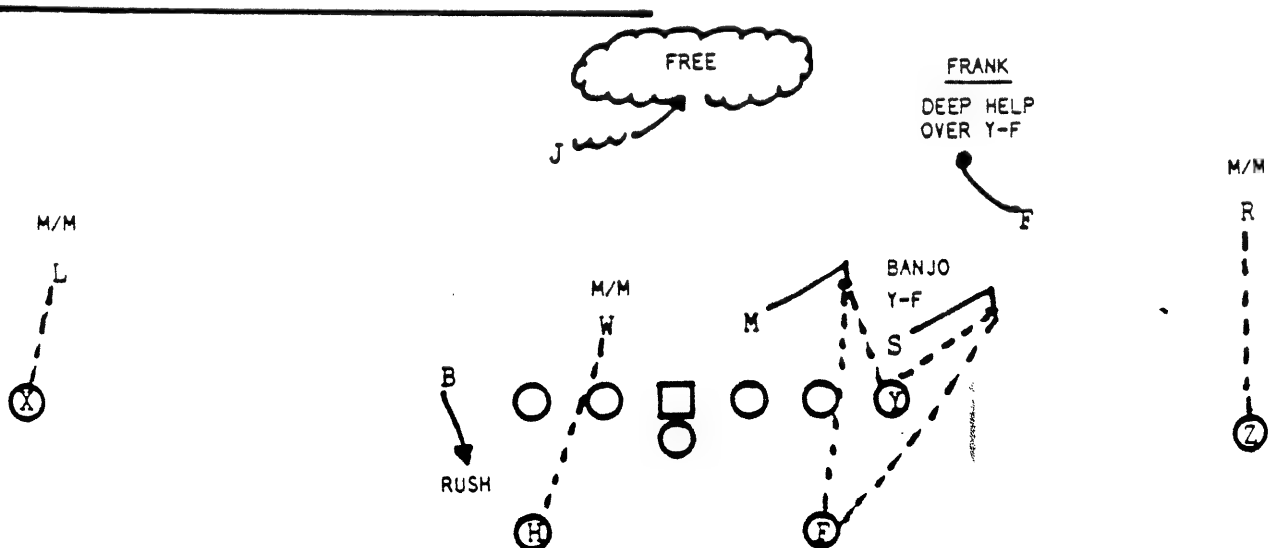
COV: 1 "ZEBRA" - TANGO "F-Y"



COV: 1 "FRANK"

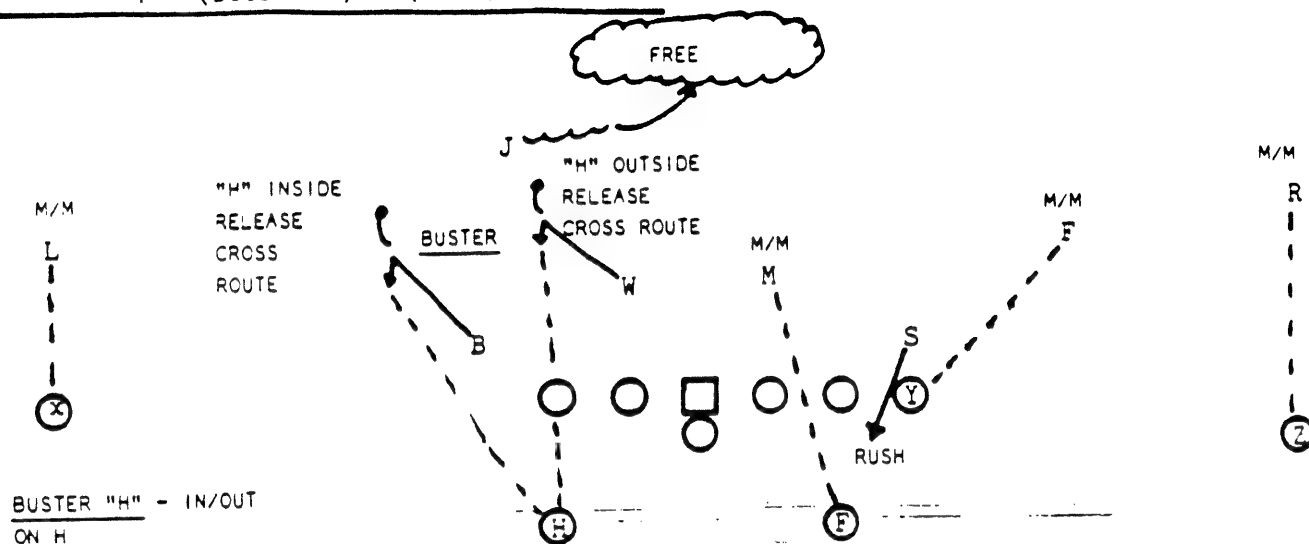


COV: 1 "FRANK" TANGO "Y-F"

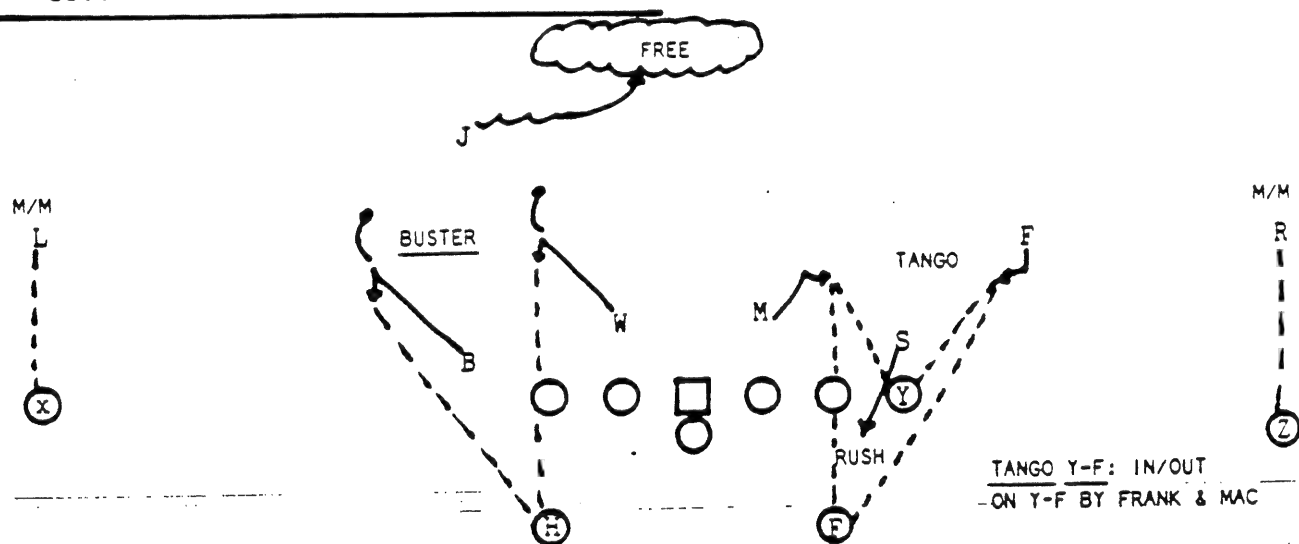


REGULAR COVERAGES

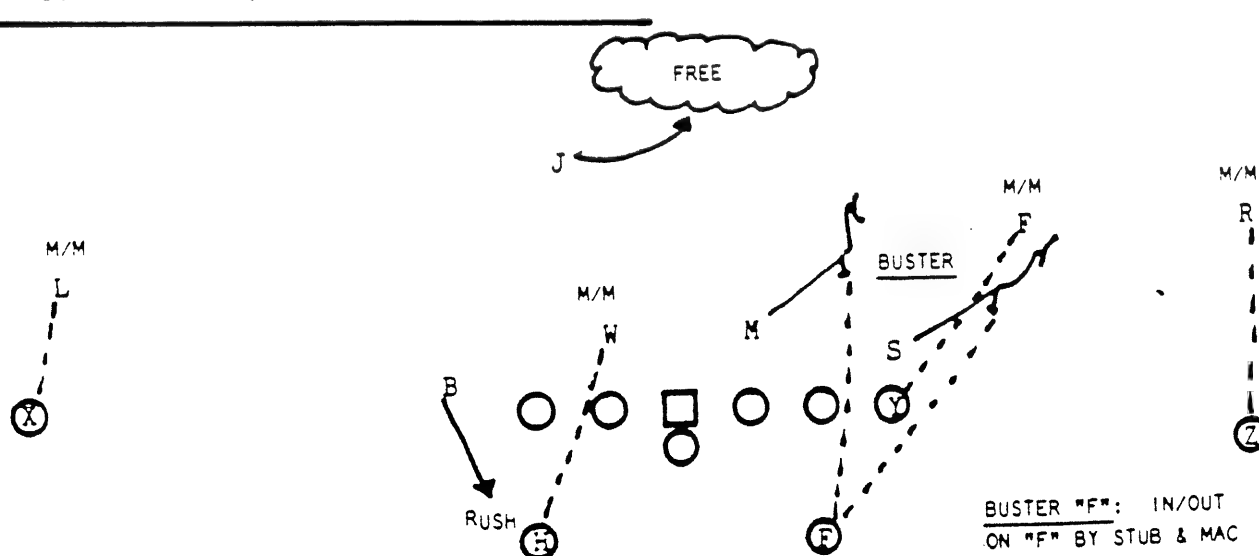
COV: 1 - (DOUBLE H) (STUB)



COV: 1 - BASS "Y-F" - DOUBLE "H" (STUB)

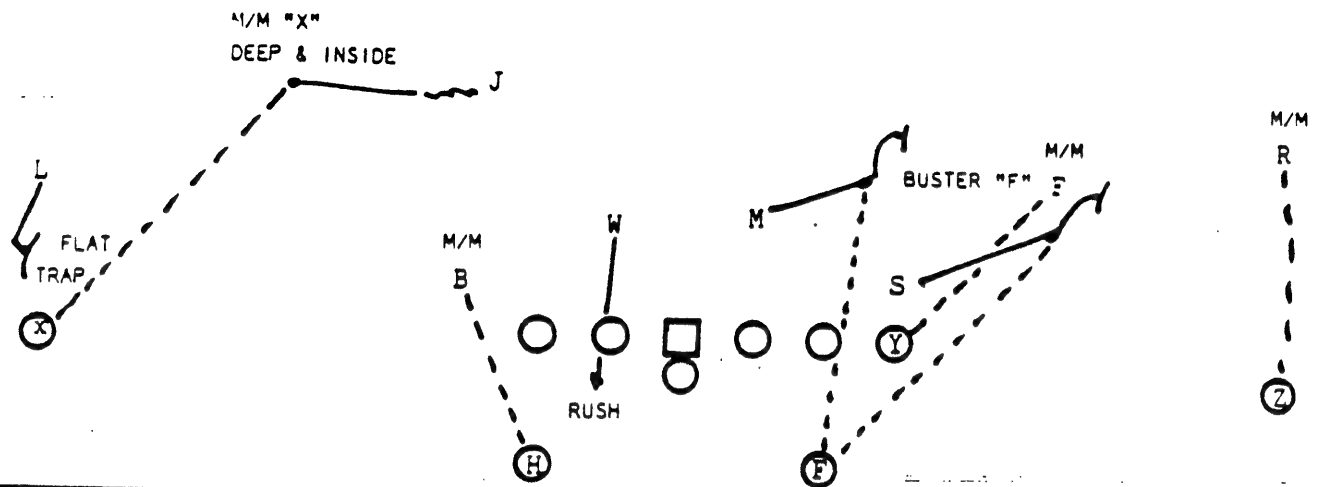


COV: 1 BUCK (TANGO)

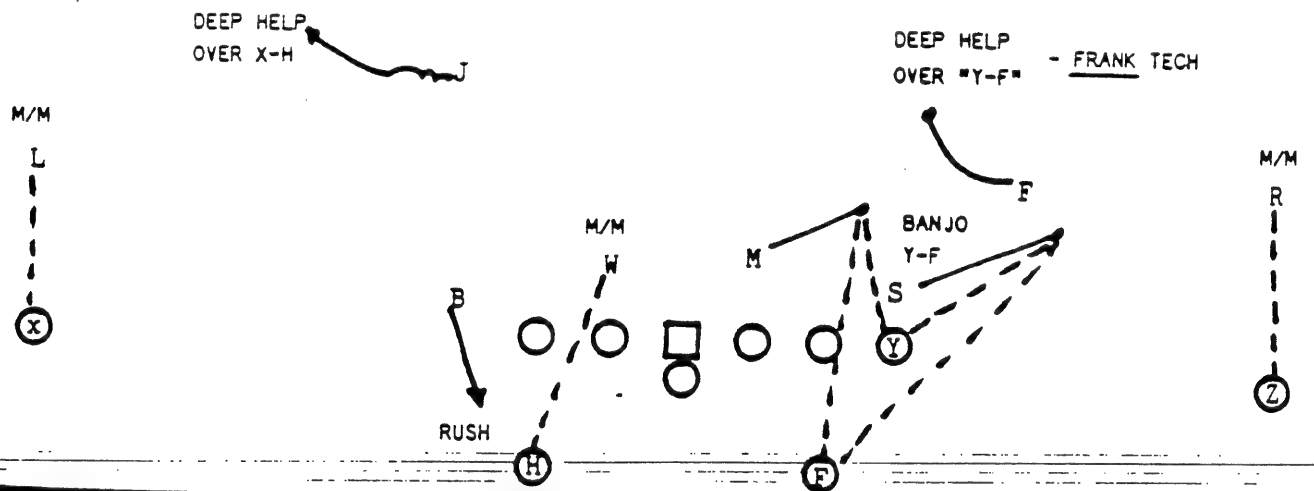


REGULAR COVERAGES

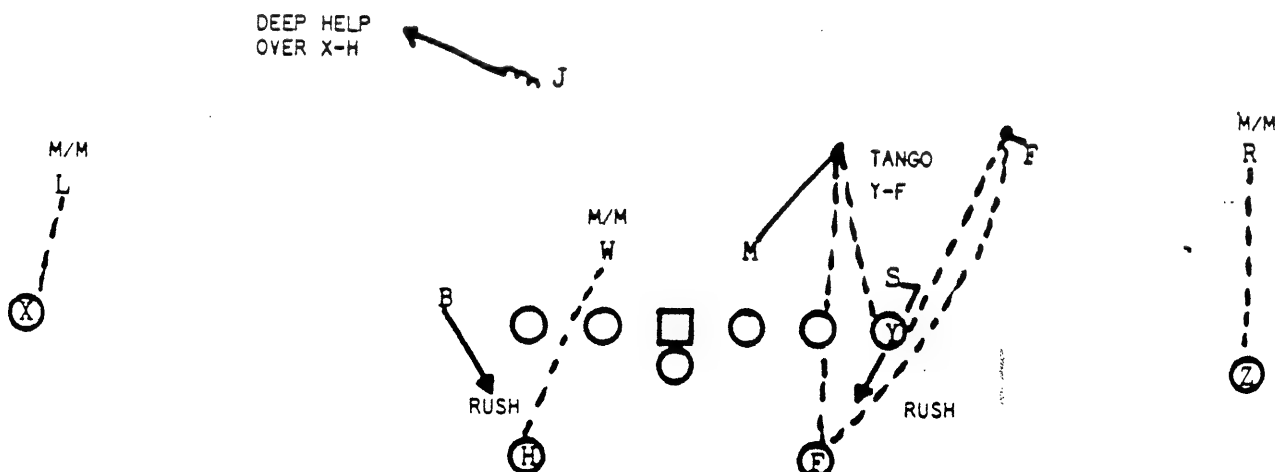
COV: 7 - TRAP - "F"



COV: 7 - "FRANK" - TANGO "Y-F"

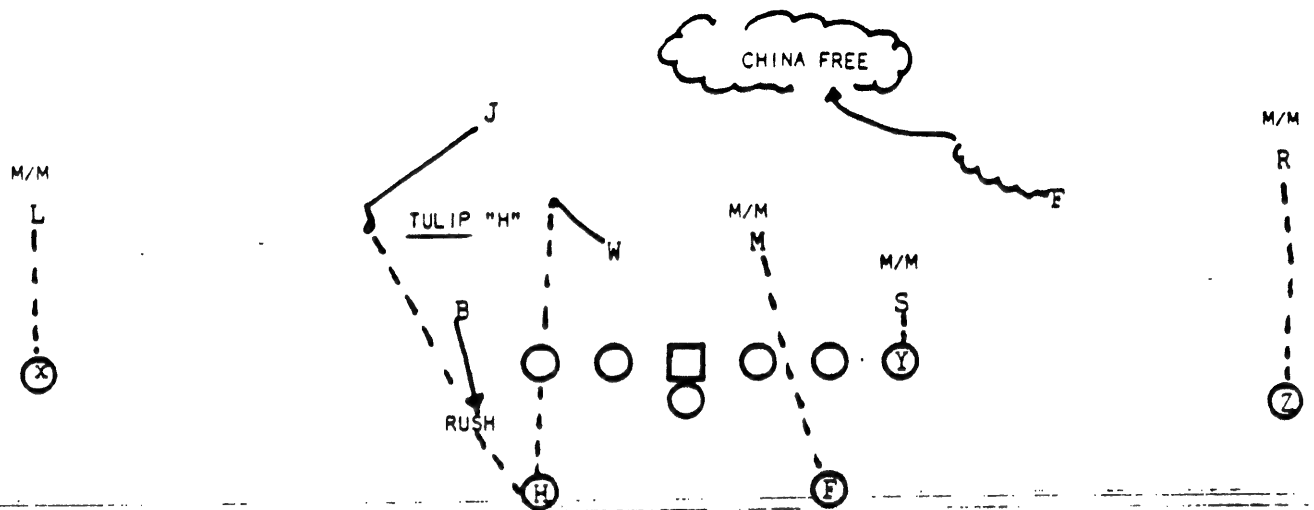


COV: 7 - BASS "Y-F" (RED DOG)

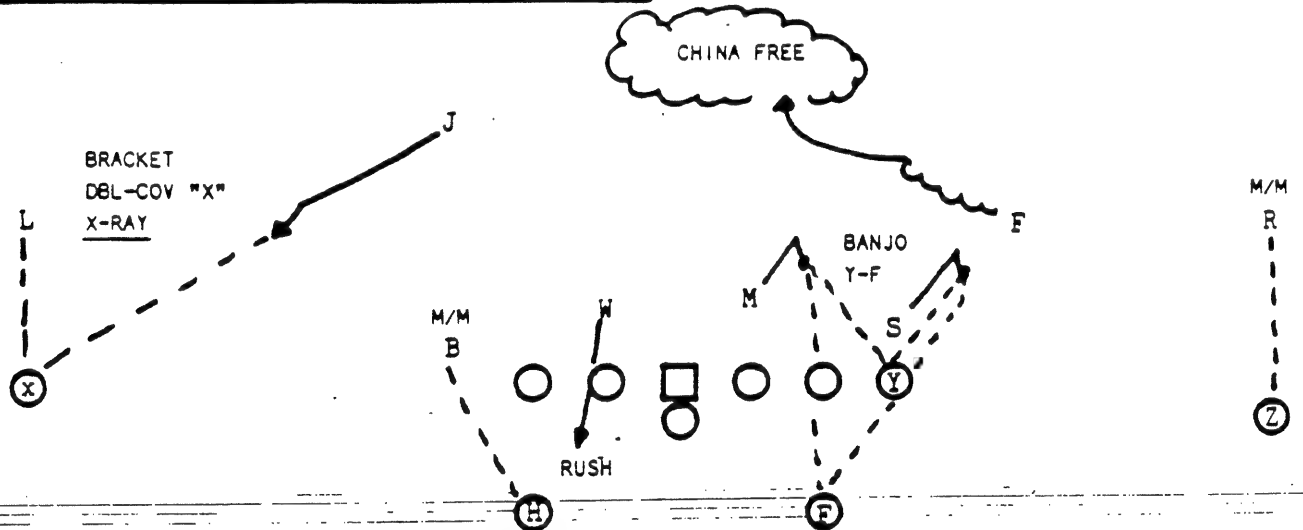


REGULAR COVERAGES

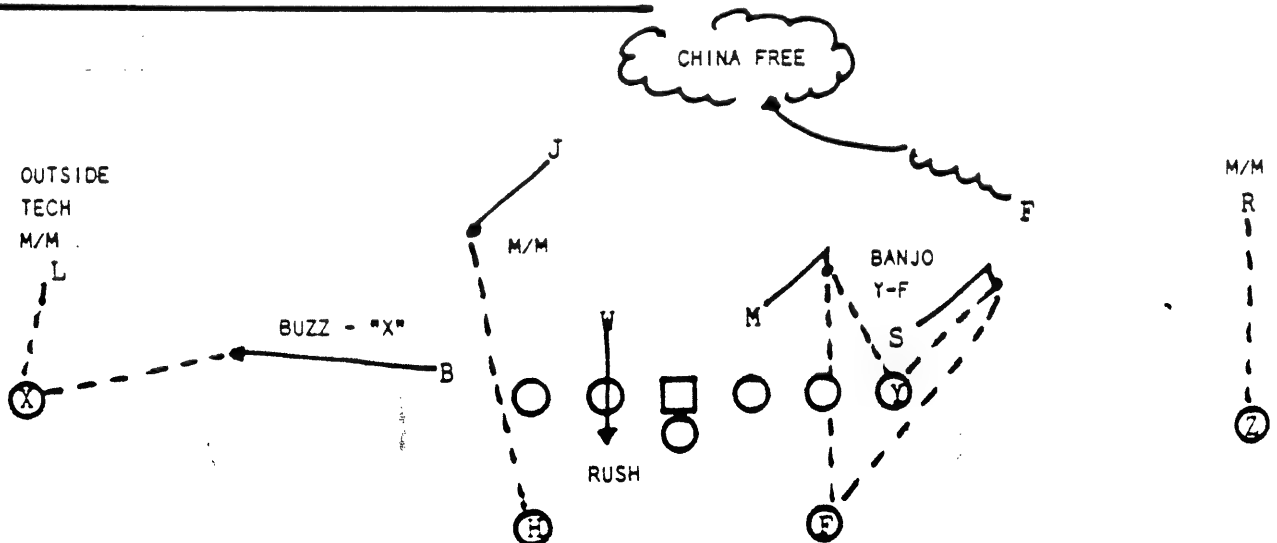
COV: 1 "CHINA" - DOUBLE "H"



COV: 1 "CHINA" "X-BRACKET" "TANGO Y-F"



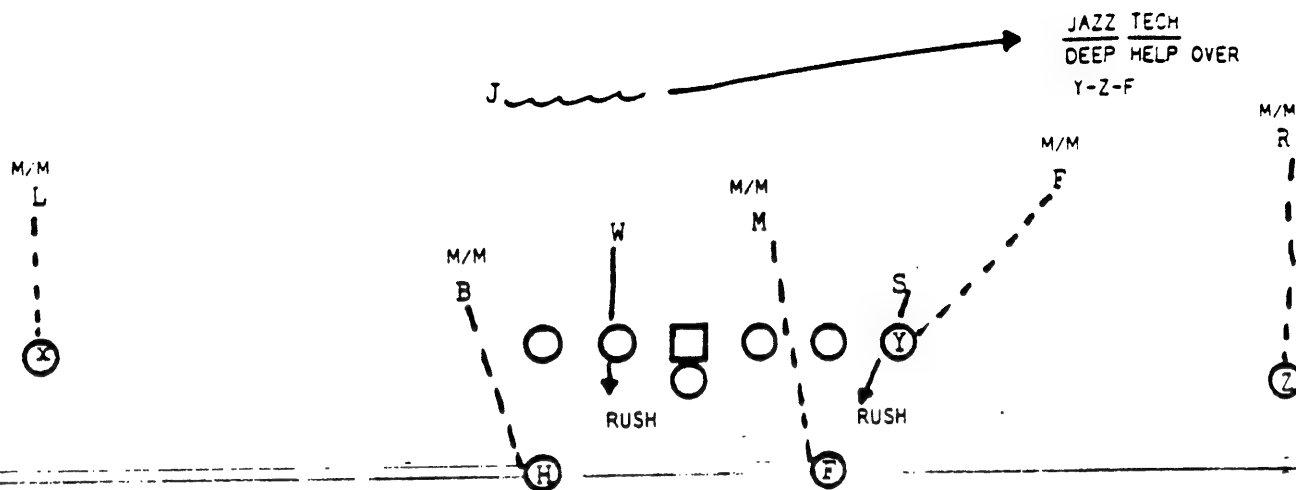
COV: 1 "CHINA" - BUZZ "X" - "TANGO Y-F"



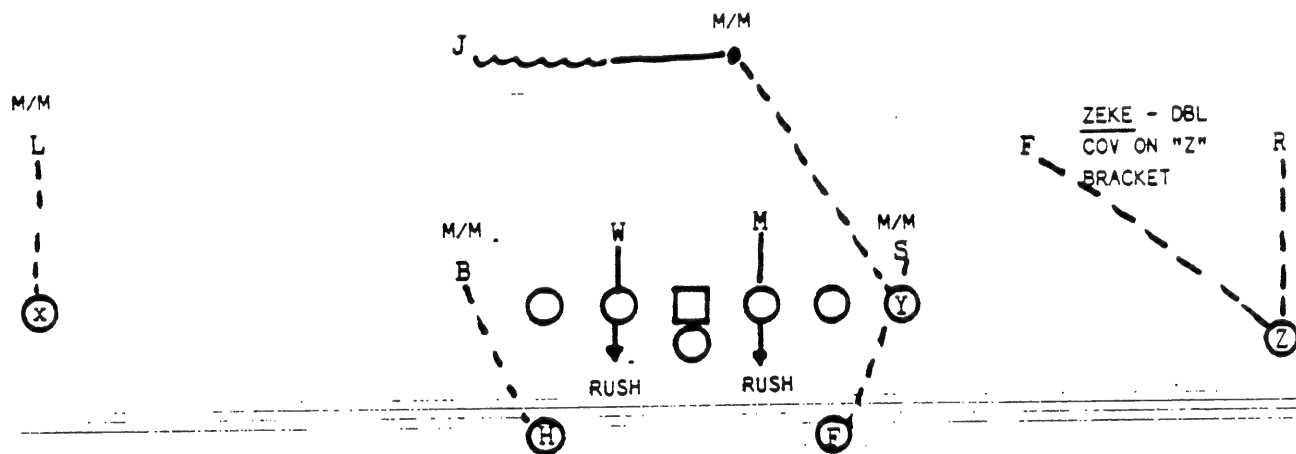
IDENTIFICATION OF NICKEL COVERAGES

REGULAR COVERAGES

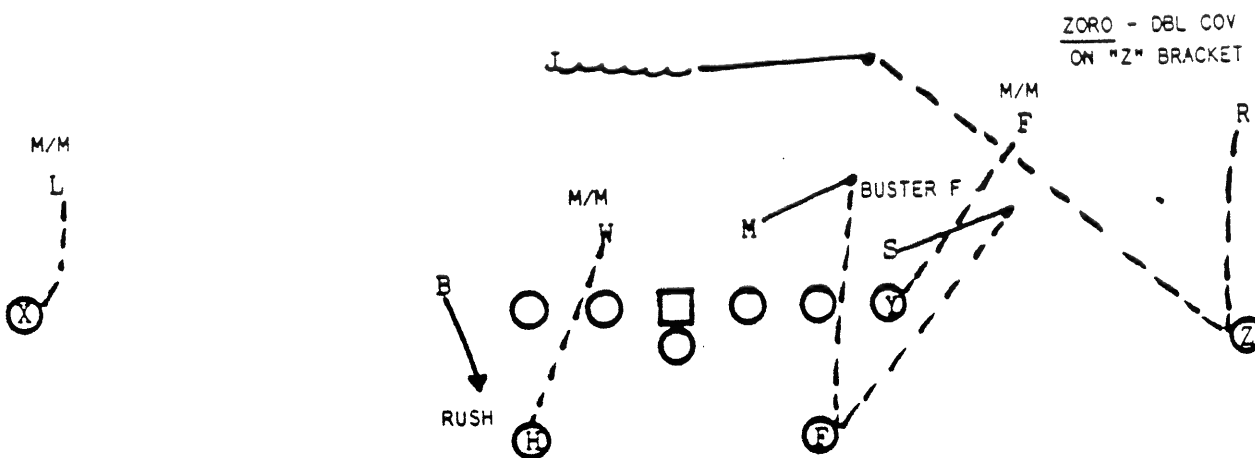
COV: 9 - "JAZZ"



COV: 9 "ZEKE"

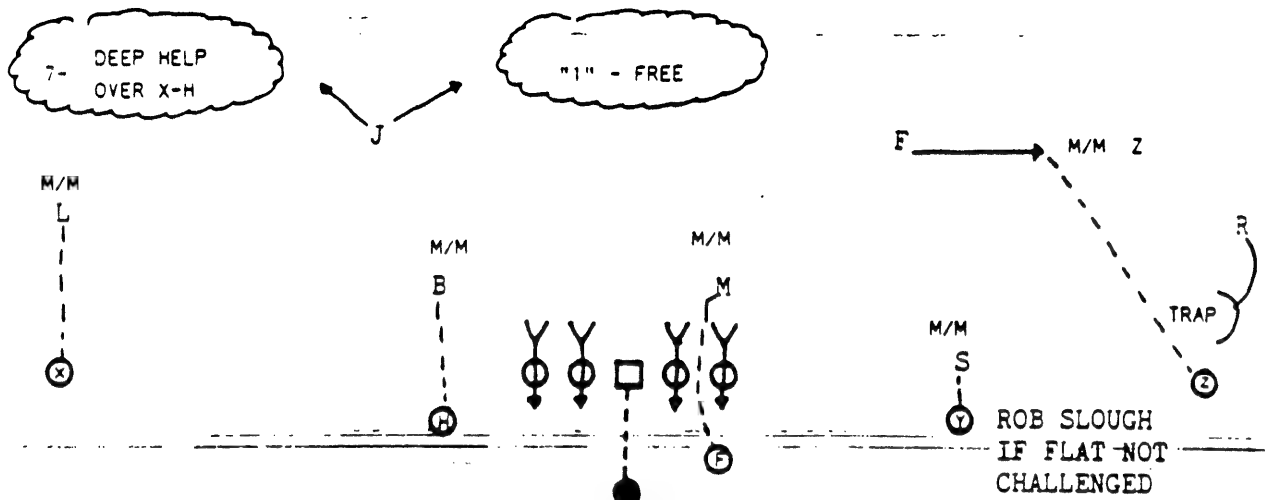


COV: 9 - "ZORO" - "F"

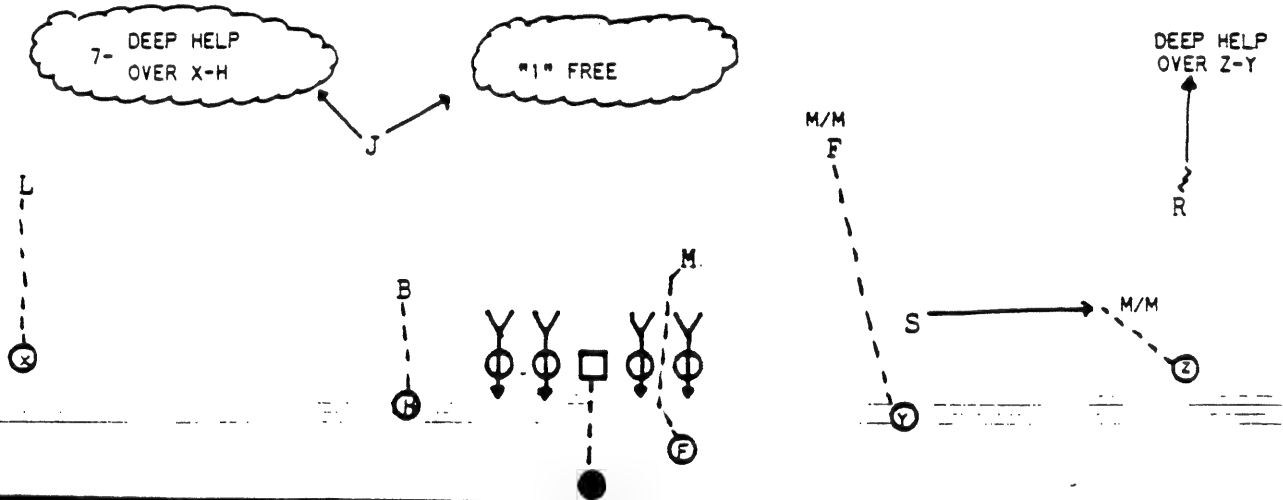


NICKEL COVERAGES

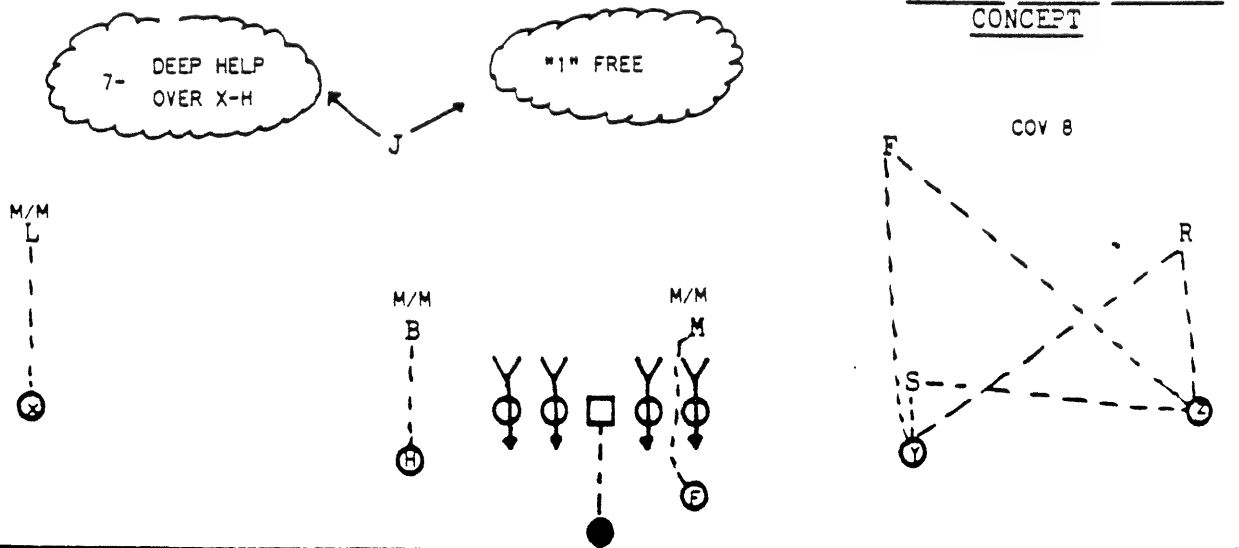
COV: 91/97 "CLEO"



COV: 91/97 "STUB"

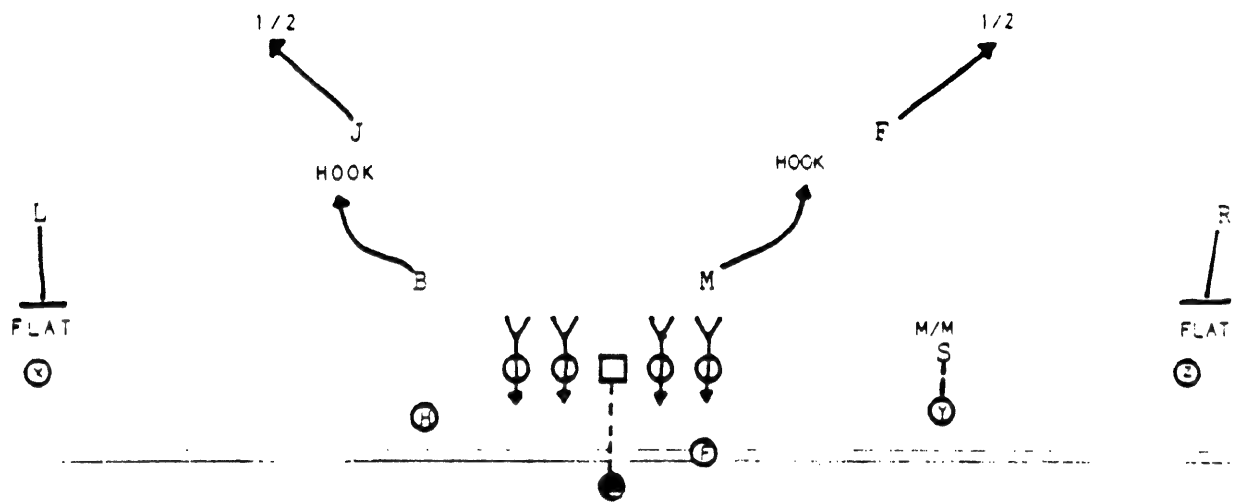


COV: 81/87

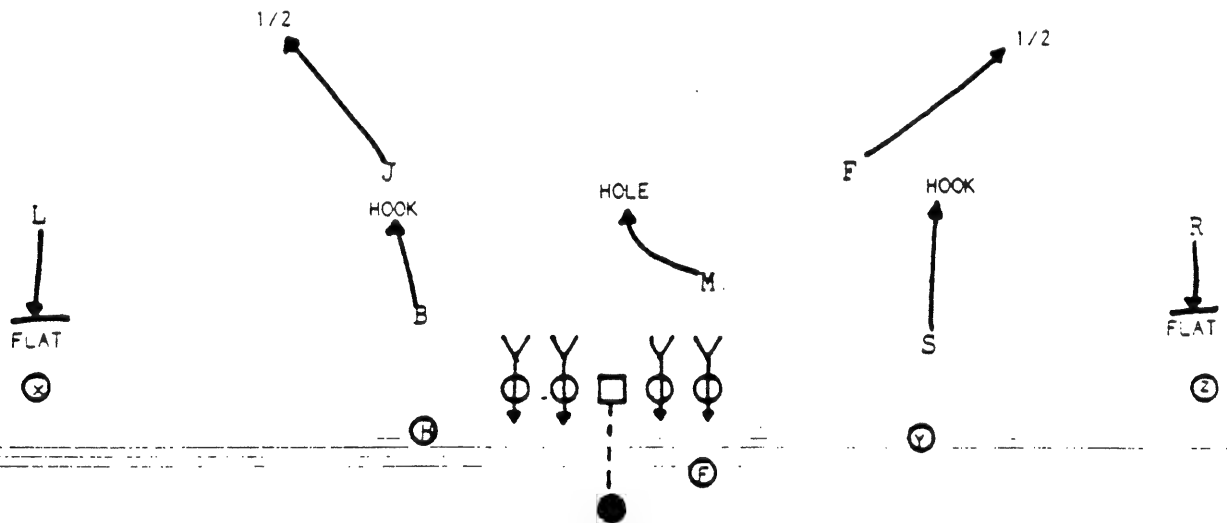


NICKEL COVERAGES

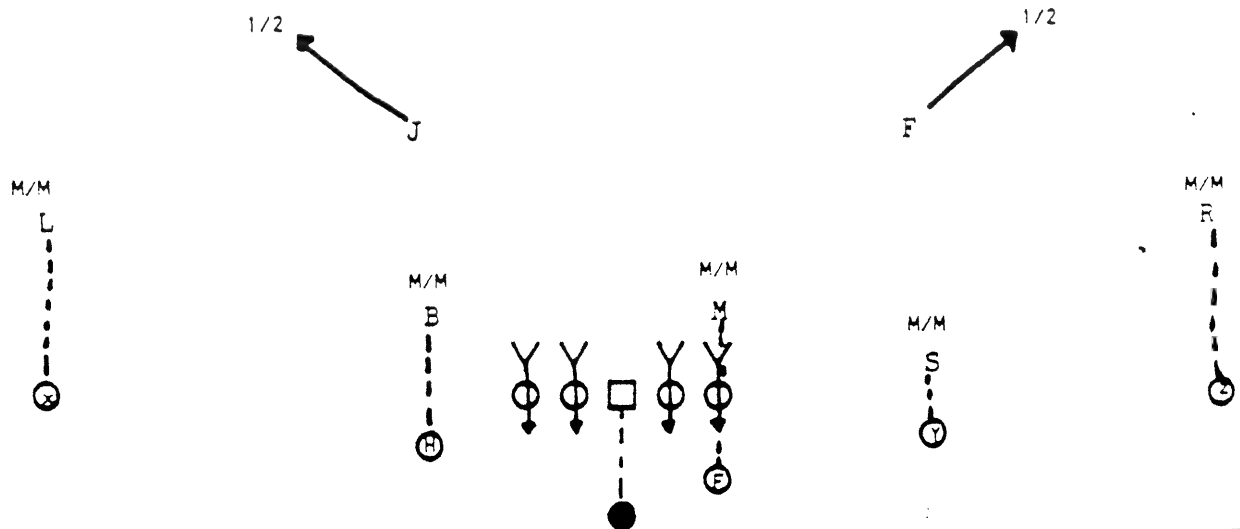
COV: "22 - LOCK Y"



COV: "22"

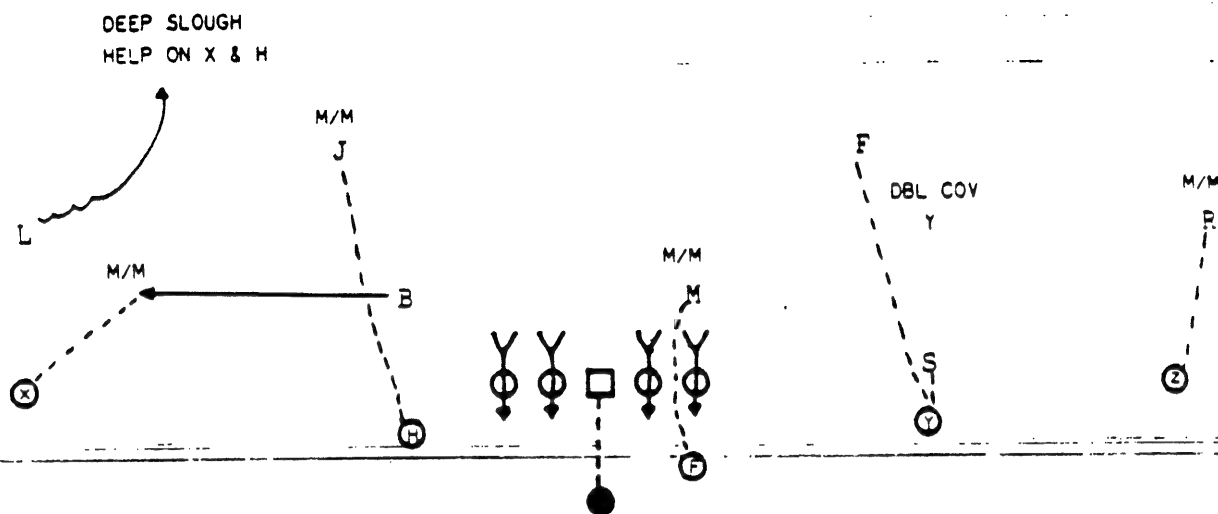


COV: "22 - YALE"

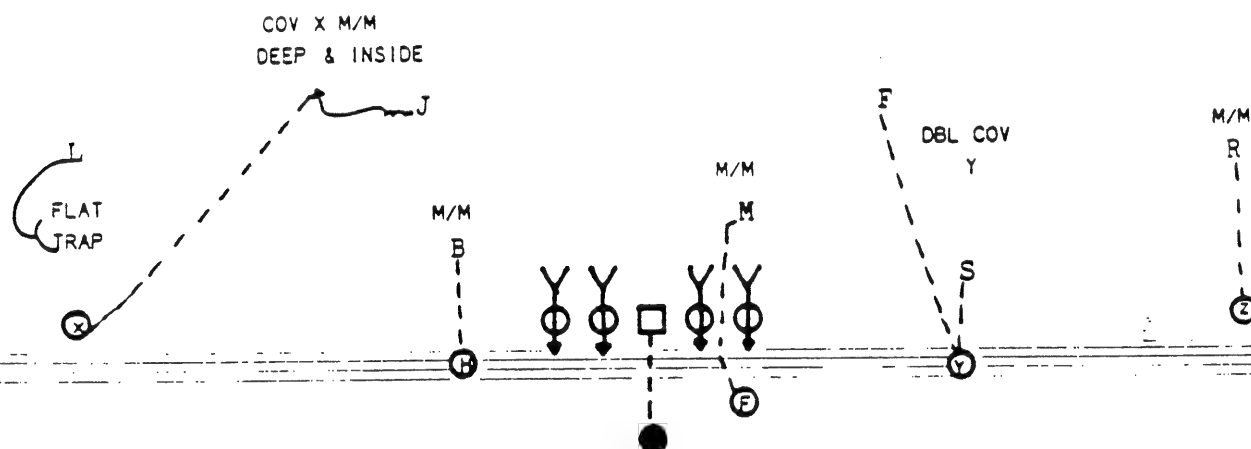


NICKEL COVERAGES

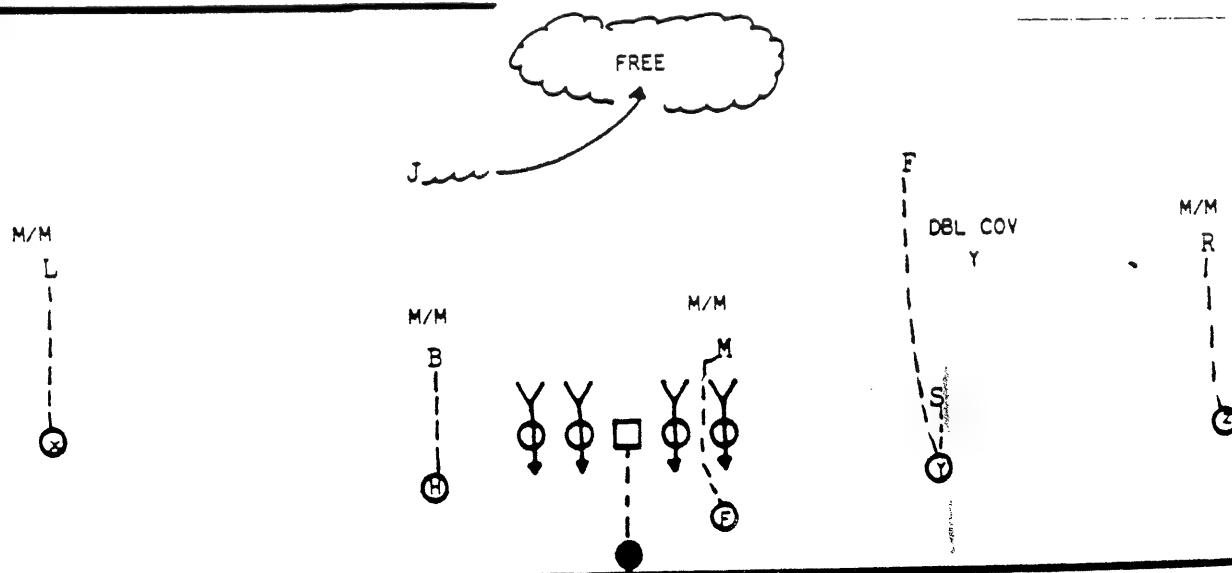
COV: 97 - "BUZZ"



COV: 97 "TRAP"

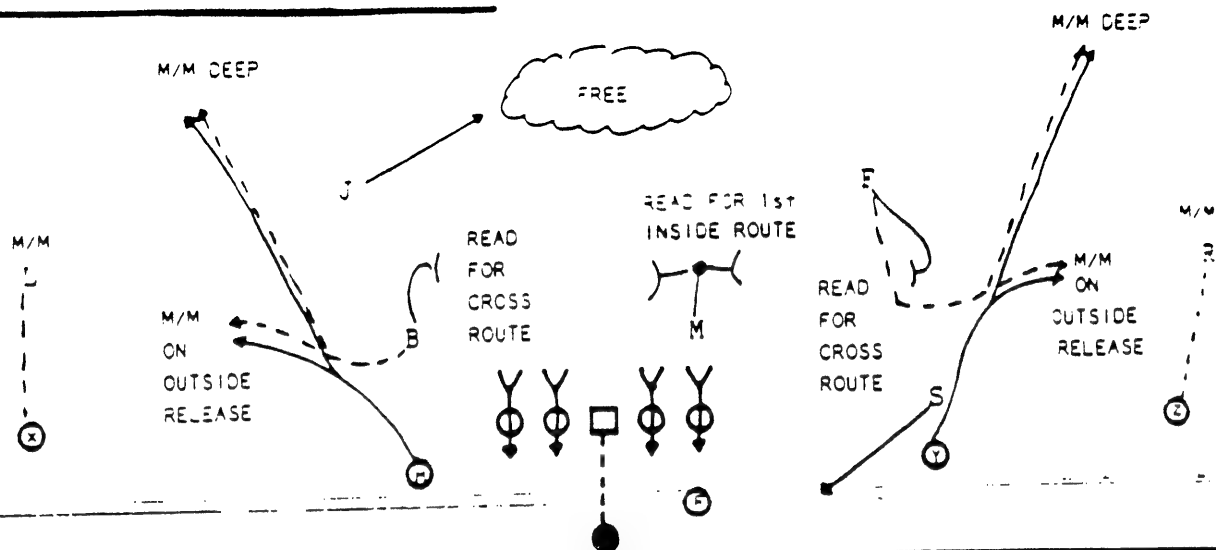


COV: 91

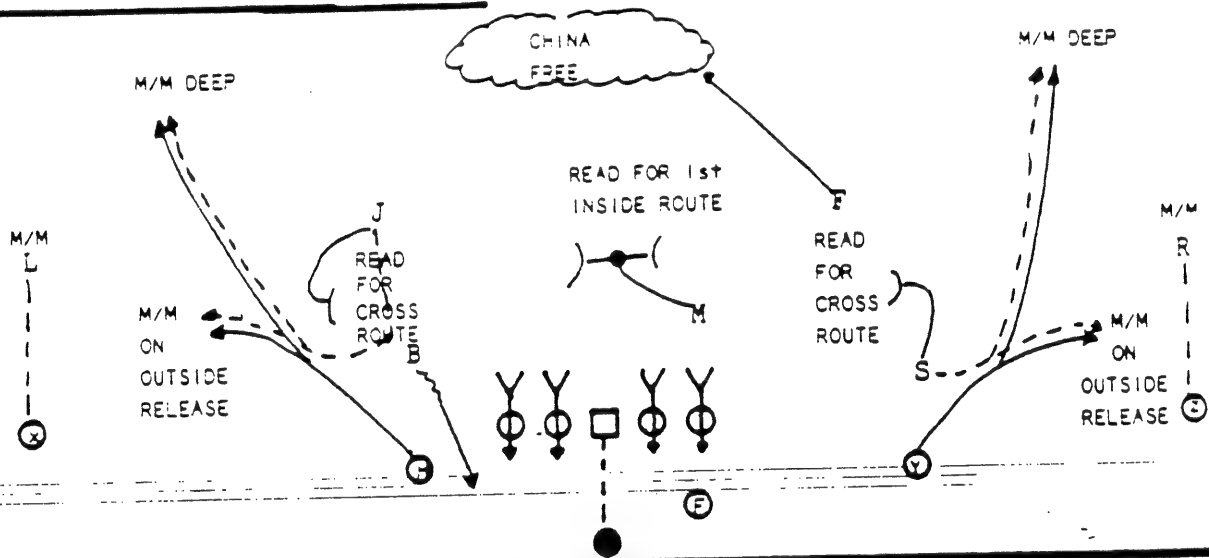


NICKEL COVERAGES

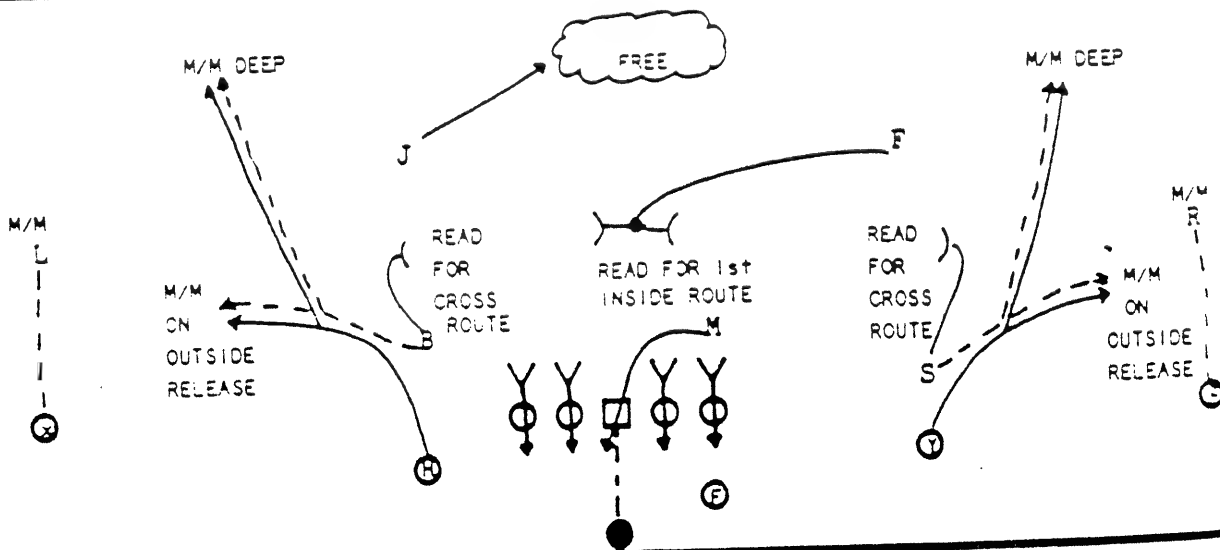
COV: 11 "INSIDE BRACKET"



COV: 11 "CHINA INSIDE BRACKET"



COV: 11 "INSIDE BRACKET"

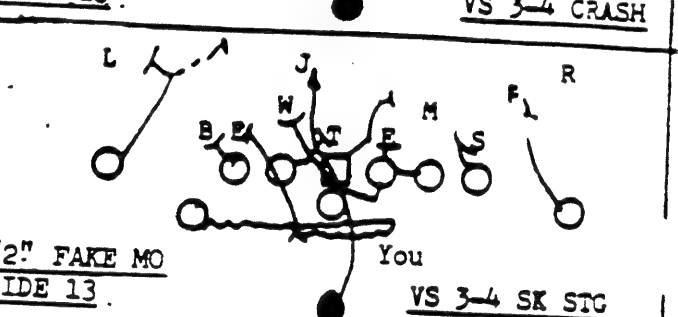
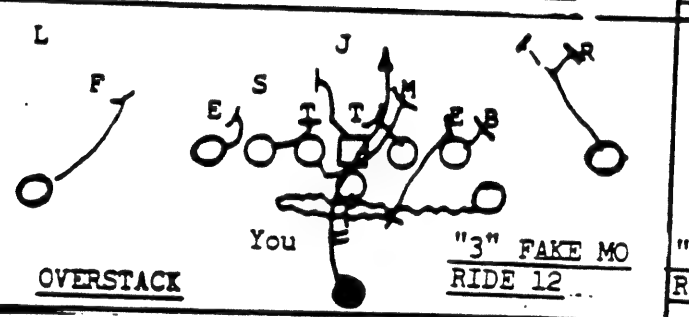
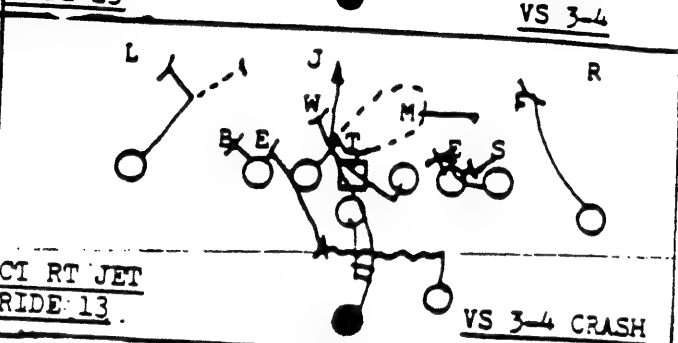
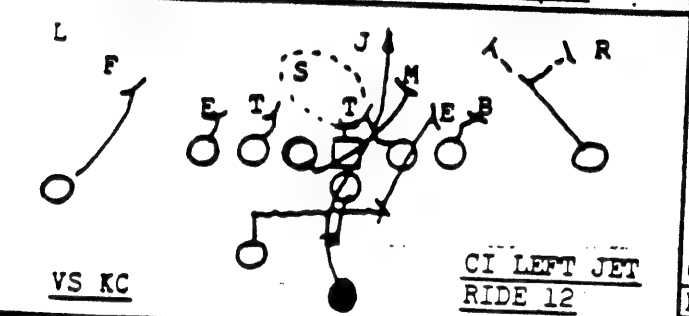
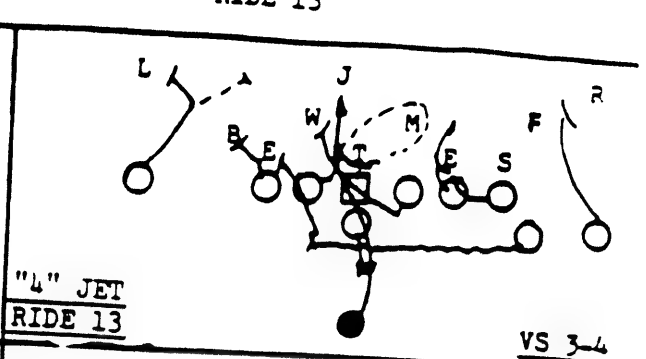
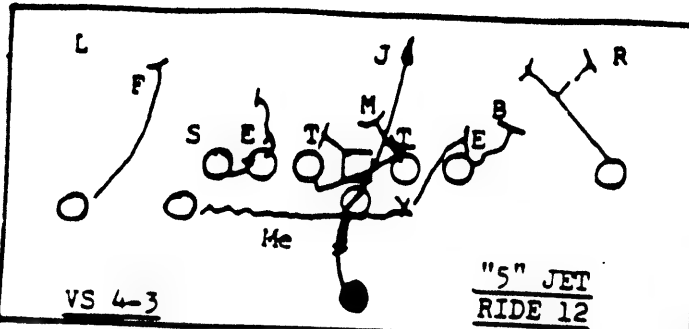


2-3 HOLE

RIDE 13/12

PLAY RIDE 12

PLAY RIDE 13



PWR BLOCK FORCE

- QB
1. OPEN TO HOLE CALLED & REVERSE TO B.C.
 2. TOKEN FAKE TO FB
 3. FAKE PASS

OWR CUT OFF

BC

SPRINT SPOT: EXPLODE TO FAR LEG OF CENTER, ACCEPT BALL, FAVOR PLAY SIDE GUARD'S BLOCK. KEY PULLING GUARD FOR HOLE. RUN TO DAYLIGHT

NOTE=QB WILL FEED YOU DEEP TO ALLOW VISION TO HOLE.

Y EAT, HOOK, SIFT

PT

INFLUENCE MAN ON, FAN.
IF UNCOVERED, BLOCK PLB

PG

LOU OR RAY, BLOCK INSIDE TO 1ST LB.

RB

WHEN IN MOTION BALL WILL BE SNAPPED NEAR LEG OF P.S.G. USE INSIDE BIM BLOCK TECHNIQUE ON MAN OVER P.S.T.

VS. UNDER SHIFTS WITH "L" POSITION BLOCK E.M.O.L.

C

LOU OR RAY, MAN ON OFF G
(YOU, ME)

OFG

TRAP 1ST MAN PAST CENTER

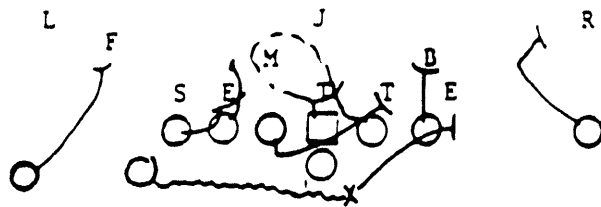
OFT

EAT, (YOU, ME)

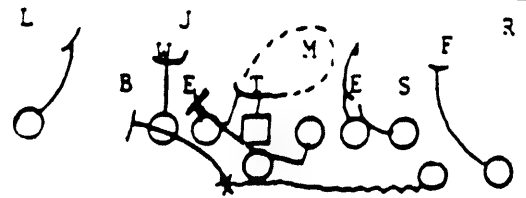
BLOCKING VARIATIONS

PLAY SIDE 12

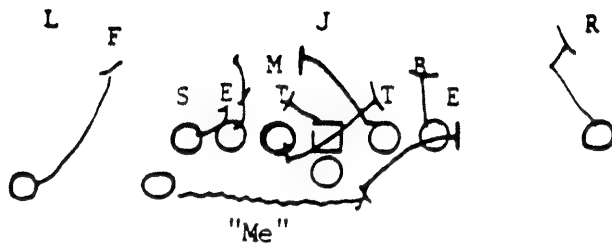
PLAY SIDE 13



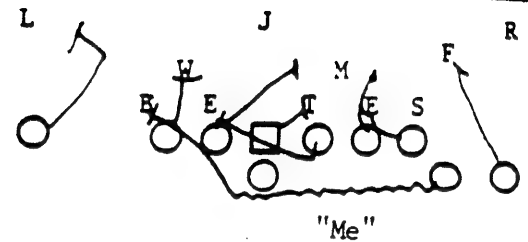
VS UNDER



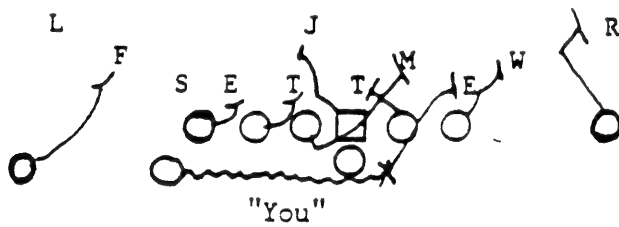
VS 34 SK WX



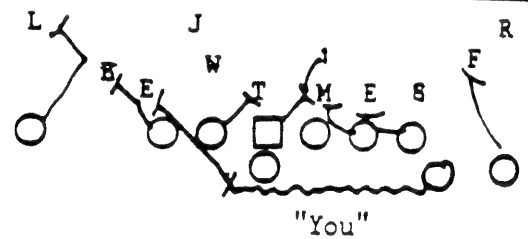
VS 4-4



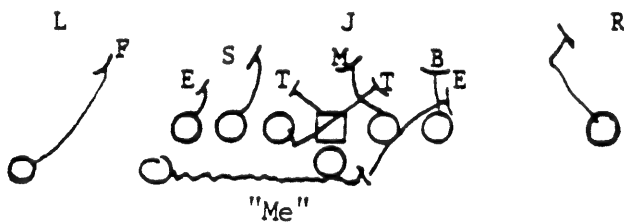
VS 34 EVEN 4



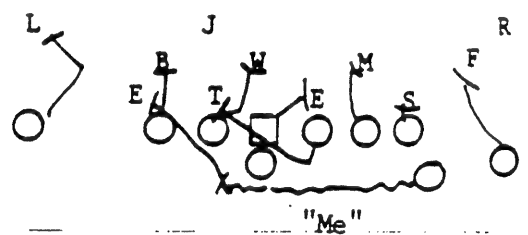
VS OVER



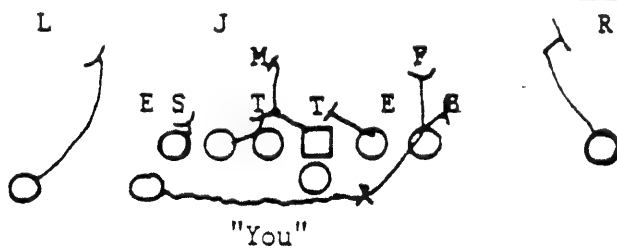
VS 34 M



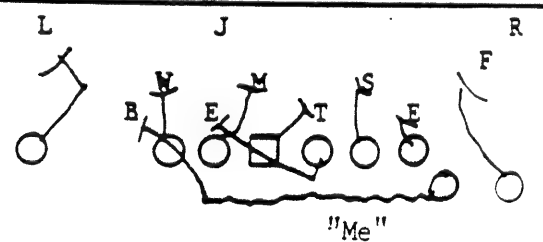
VS 43 STK L



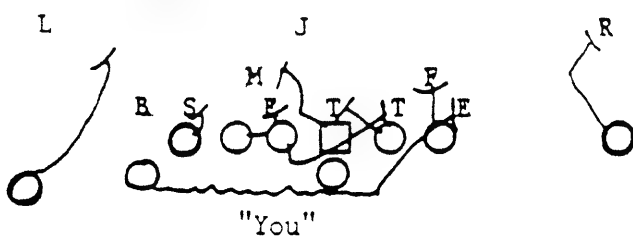
VS 34 EVEN L



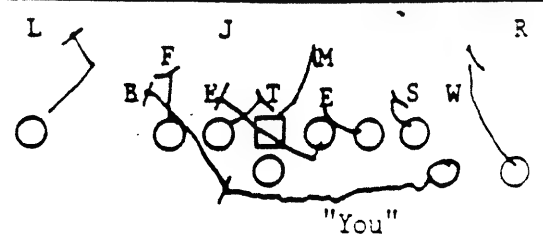
VS 46 OVER



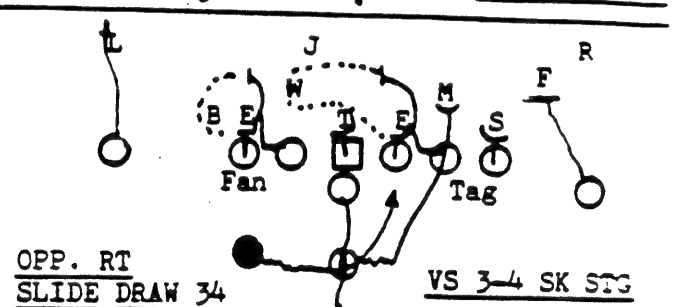
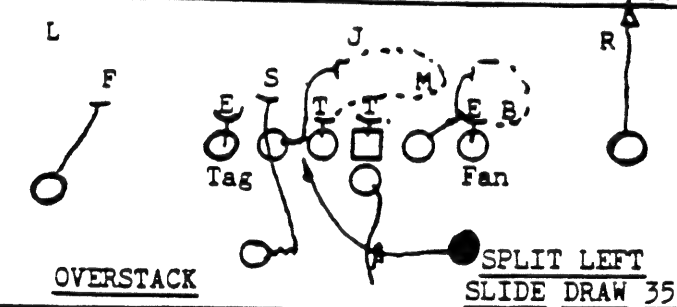
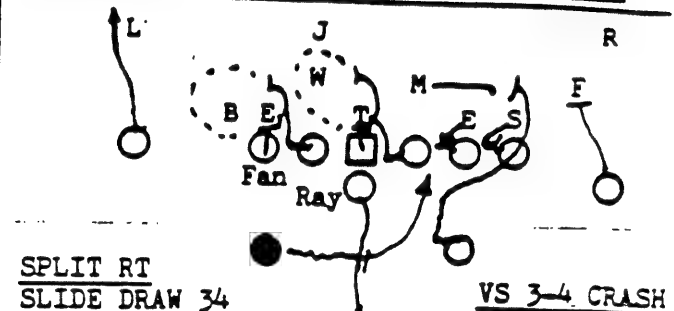
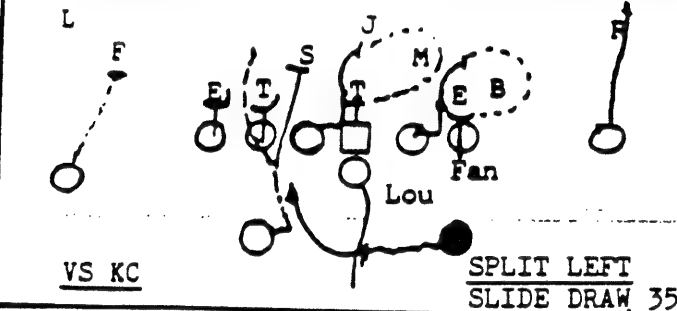
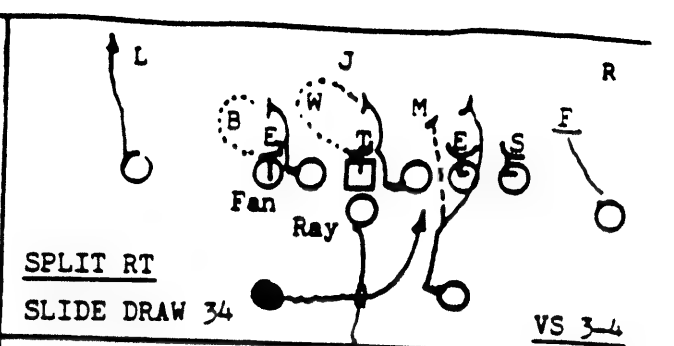
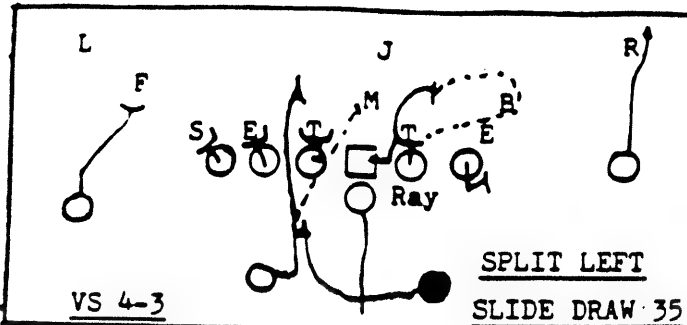
VS 34 EVEN STK



VS 46



VS 36



PWR BLOCK FORCE

- QB
1. DROP AS PASS. KEEP HEAD DOWNFIELD 2 STEPS.
 2. OVER HANDOFF
 3. FAKE PASS

OWR RUN 9 ROUTE

BC TAKE GOOD LATERAL SLIDE. OPEN UP BODY TO ACCEPT OVER THE TOP HAND OFF KEY FB'S LEAD FOR HOLE. SLIDE TO CENTERS NEAR LEG BEFORE YOU OPEN, OPEN WHEN QB OFFERS YOU THE BALL

Y SET INSIDE. DRIVE BLOCK

NOTE: BE UNDER CONTROL ON SLIDE TO HAND OFF AREA. DO NOT OVER-RUN HOLE.

PT SET INSIDE. DRIVE BLOCK. IF UNCOVERED, TAG TO MIKE. C.P. 46 DEFENSE

PG RAY (LOU) TO WILL VS 34
TAG TO MIKE VS 43 STACK
DRIVE BLOCK VS 4-3
(C.P.) 46 DEFENSE

RB QUICK SET: VS P. S. GUARD COVERED KEY HIM GO THROUGH FOR 1st INSIDE LB YOUR SIDE, VS 34, QUICK SET LEAD FOR MAC KEY P.S. TACKLE.

C LOU (RAY) TO BUC VS 4-3
RAY (LOU) TO WILL VS 34
C.P. 46 DEFENSE

TAKE QUICK SET TO SHOW PASS AND TO DETERMINE PATH TO BLK ASSIGNMENT

OFG LOU (RAY) TO BUC VS 43
FAN TO BUC VS 3-4
C.P. 46 DEFENSE

OFT FAN TO BUC VS 3-4
SET & DRIVE VS 4-3
C.P. 46 DEFENSE

BLOCKING VARIATIONS

C.P. SPECIAL BLOCKING VS 46 DEFENSE

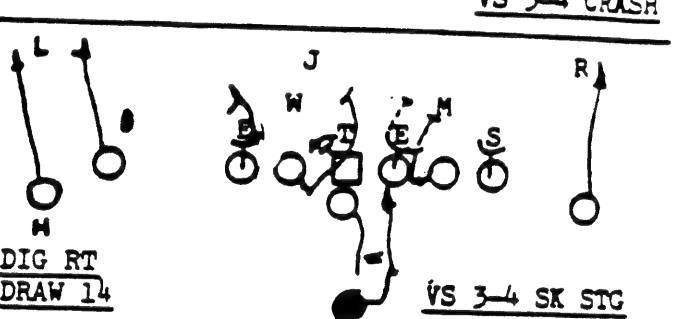
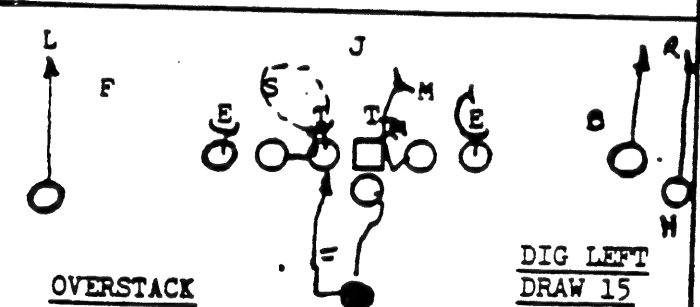
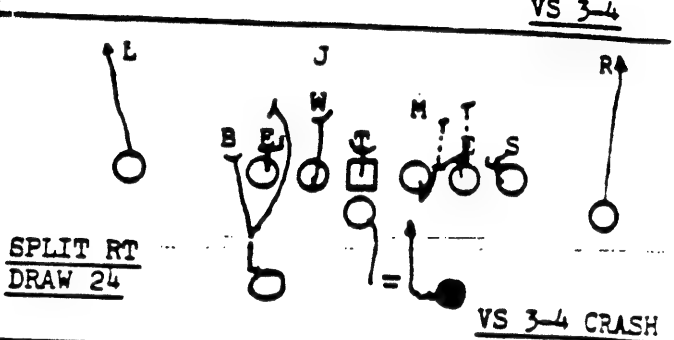
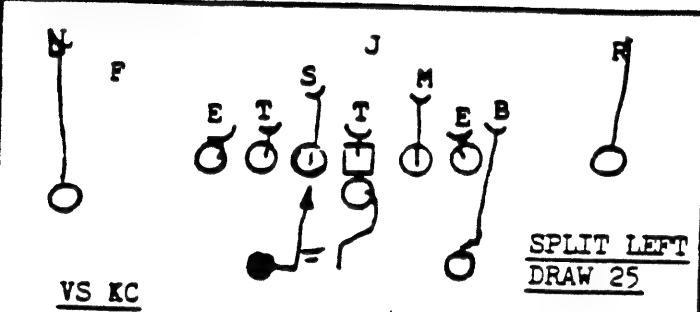
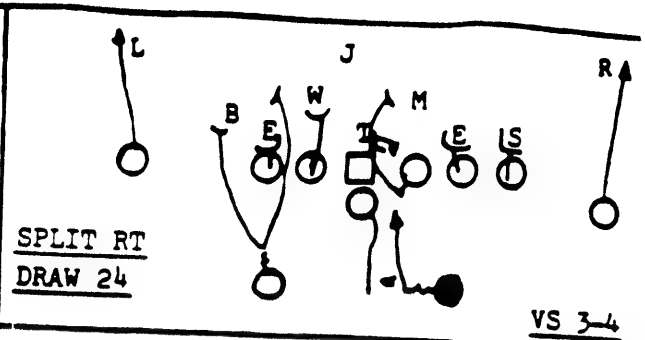
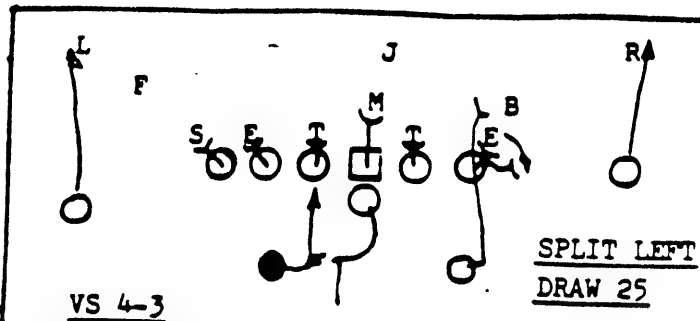
DRAWS

SLIDE DRAW 34/35

DRAW 24/25 DRAW 14/15

DRAW 37/36 DRAW 37/36 FAN

SPRINT DRAW 14/15 (24/25)



PWR RUN 9 ROUTE

- QB
1. DROP AS PASS. KEEP HEAD DOWNFIELD 2 STEPS.
 2. MESH WITH B.C. - SEAT BALL
 3. FAKE PASS.

OWR RUN 9 ROUTE

BC

QUICK SET BEHIND CALL SIDE GUARD ACCEPT BALL FROM QB, KEY CALL SIDE GUARD WHEN COVERED. BUBBLE ON CALL SIDE GUARD. KEY CENTERS BLK. KNOW WHEN FOLD BLOCK IS BEING USED.

Y SET INSIDE. DRIVE POSSIBLE EAT VS. 4-3

PT SET INSIDE. DRIVE AN INSIDE MOVE. FIST IN EAR AN OUTSIDE MOVE. (POSSIBLE EAT VS. 4-3)

PG SET INSIDE. DRIVE VS. 4-3 SET INSIDE. WEDGE OR STOP AROUND FOR MIKE VS. 3-4 OR OVER.

RB

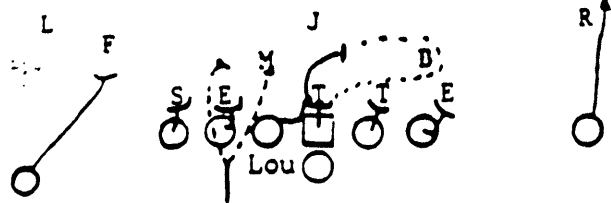
QUICK SET TO DETERMINE PATH TO BUCK VS. 46 DEF BLK S/S. BUCK IN WIDE "E" OR "W" POSITION. RELEASE QUICK OUTSIDE TO DRAW DE UP FIELD. GO ATTACK BUCK, BC MAY BOUNCE PLAY.

C SET AND DRIVE VS. 3-4 SET AND WEDGE TO MIKE VS. 4-3

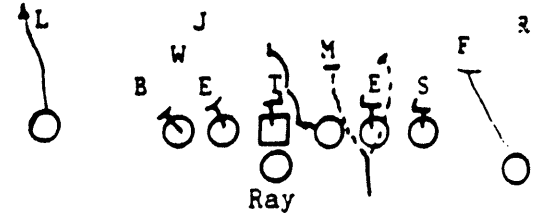
OFG SET INSIDE. DRIVE VS. 43 SET INSIDE WEDGE OR STEP AROUND TO WILL VS. 3-4 OR OVER

OFT SET INSIDE. DRIVE AN INSIDE MOVE. FIST IN EAR OUTSIDE MOVE. C.P. DRAW 14/15 SET AND WALL

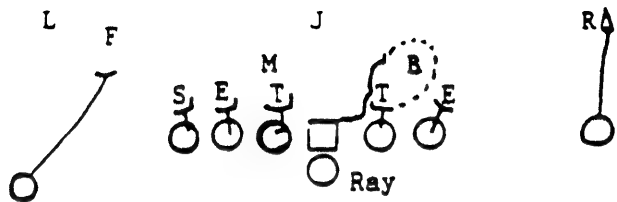
BLOCKING VARIATIONS



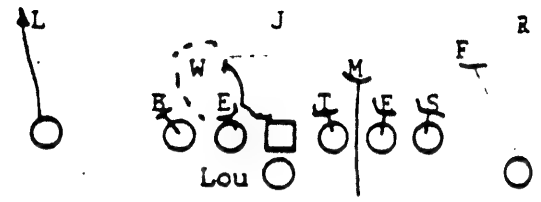
VS UNDER



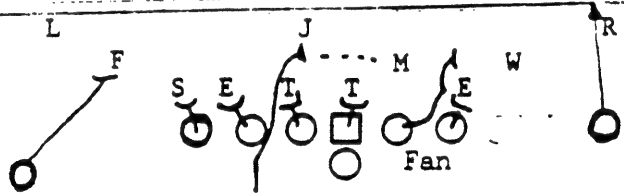
VS 34 SK WK



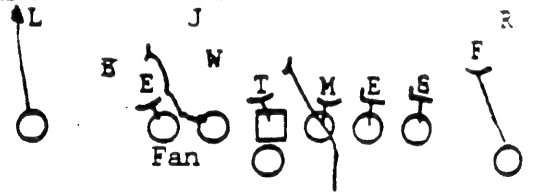
VS 4-4



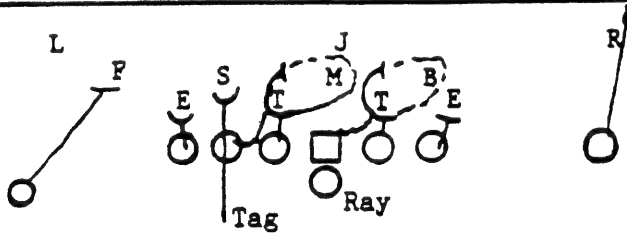
VS 34 EVEN 4



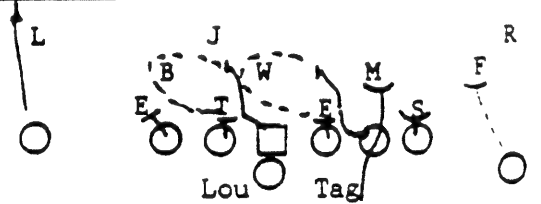
VS OVER



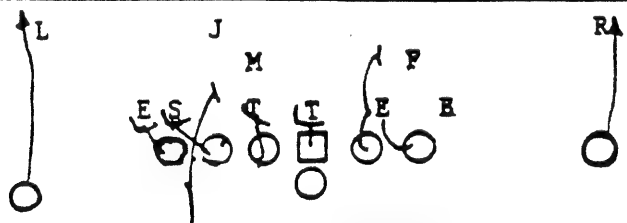
VS 34 M



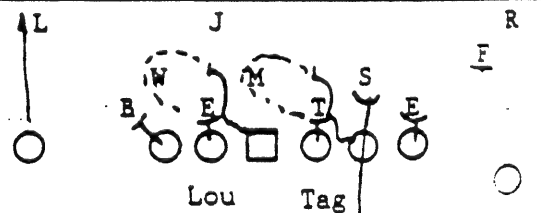
VS 43 STK L



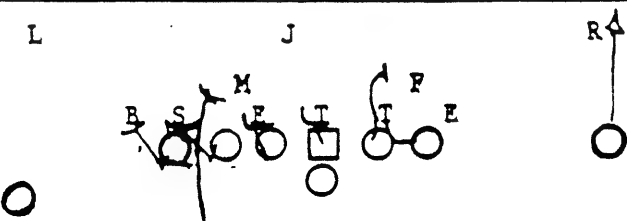
VS 34 EVEN L



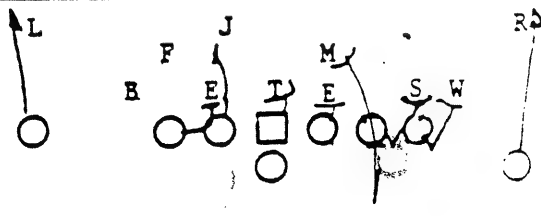
VS 46 OVER

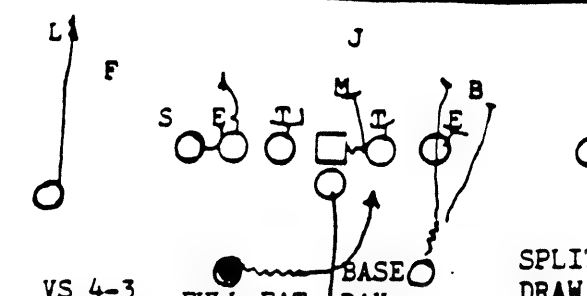
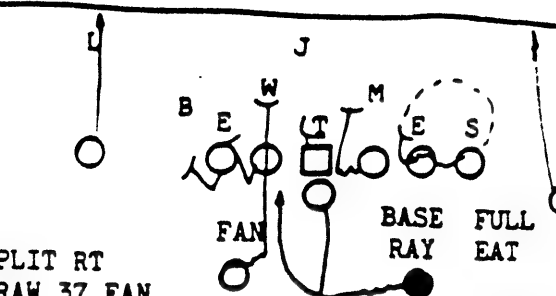
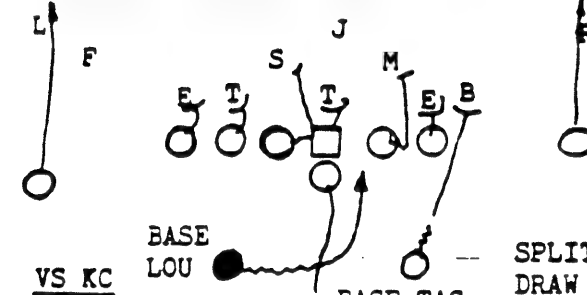
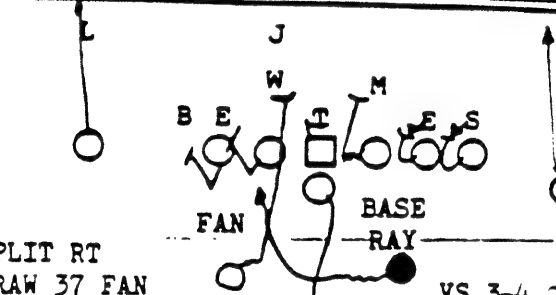
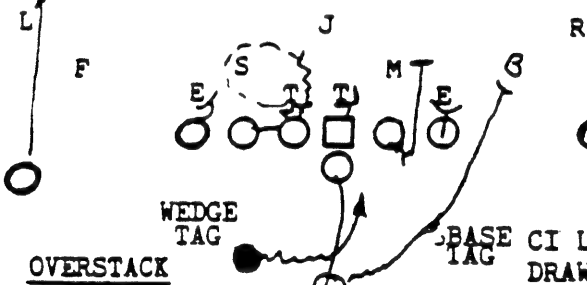
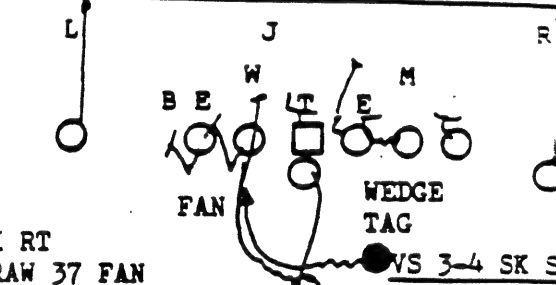
C.P. 46 Defense
BASE CALL

VS 34 EVEN STK



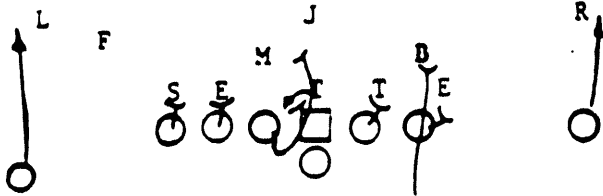
VS 46

C.P. 46 Defense
BASE CALLC.P. 46 (36) Defense
BASE CALL VS 36

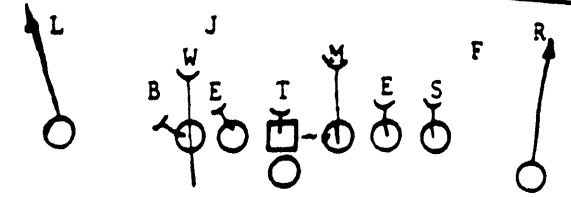
 <p>VS 4-3 FULL EAT BASE RAY SPLIT LT DRAW 36</p>	 <p>SPLIT RT DRAW 37 FAN VS 3-4</p>
 <p>VS KC BASE LOU BASE TAG SPLIT LT DRAW 36</p>	 <p>SPLIT RT DRAW 37 FAN VS 3-4 CR</p>
 <p>OVERSTACK WEDGE TAG BASE CI LT TAG DRAW 36</p>	 <p>CI RT DRAW 37 FAN VS 3-4 SK ST</p>
<p>PWR RUN OFF</p>	<p>QB 1. DROP AS PASS - KEEP HEAD DOWNFIELD 2 STEPS. 2. OVER HANDOFF 3. FAKE PASS</p>
<p>OWR RUN OFF</p>	<p>BC SLIGHT LATERAL SLIDE, SLIGHTLY C SHOULDERS. ACCEPT BALL OVER THE TOP. KEY LEAD BACKS BLOCK FOR H. DO NOT OPEN SHOULDERS TO SIDELINE. EXPECT A TIGHT HOLE.</p>
<p>Y BASE AND WEDGE SLIP PRINCIPLES EAT, MAN</p>	
<p>PT BASE AND WEDGE SLIP PRINCIPLES ON FAN CALL - FAN TO BUC. VS L DEFENSE OR SINK BLOCK END OR BUC.</p>	
<p>PG BASE AND WEDGE SLIP PRINCIPLES ON FAN CALL BLOCK DEF END.</p>	
<p>C BASE AND WEDGE SLIP PRINCIPLES</p>	<p>RB QUICK SET TO DETERMINE BEST PATH TO BLOCK WILL VS 34 DEF. VS 43 DEF BLOCK BUCK. ATTACK HIM, DO NOT CUT BLK IN HOLE, IF HE RUNS YOU MAY ATTACK AND CUT HIM.</p>
<p>OFG BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>OFT BASE AND WEDGE SLIP PRINCIPLES</p>	<p>BLOCKING VARIATIONS</p>

PLAY DRAW 25/ DRAW 15

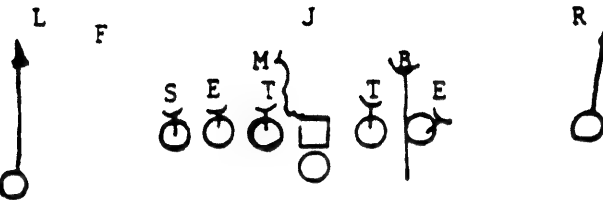
PLAY DRAW 24 DRAW 1-



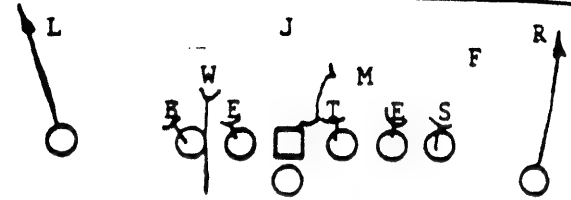
VS UNDER



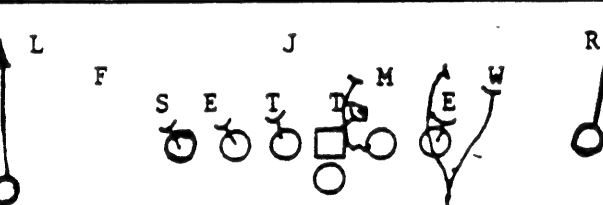
VS 34 SK WK



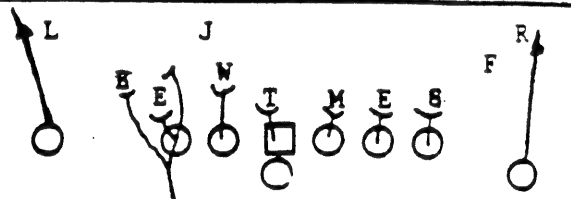
VS 4-4



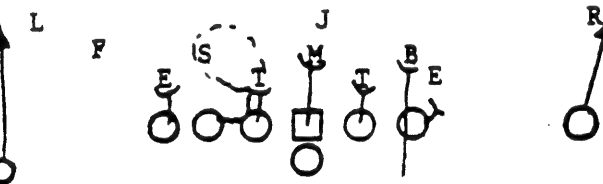
VS 34 EVEN 4



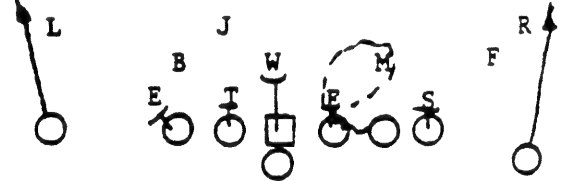
VS OVER



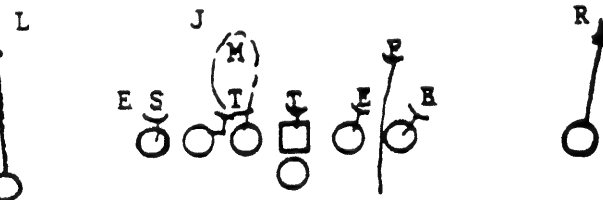
VS 34 M



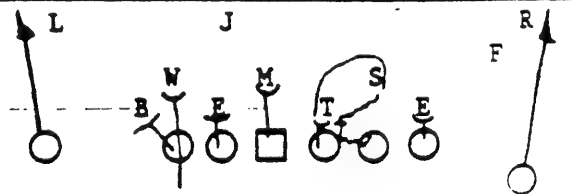
VS 43 STK L



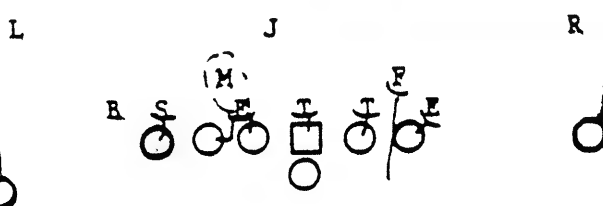
VS 34 EVEN L



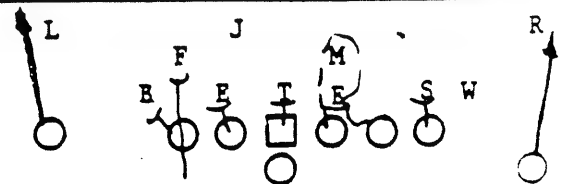
VS 46 OVER



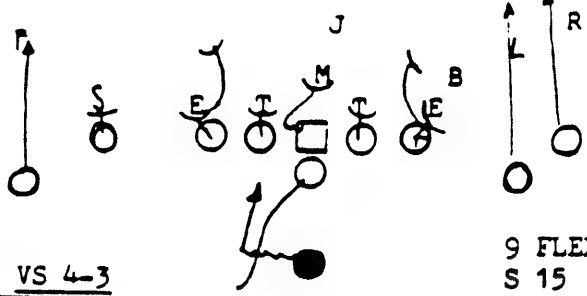
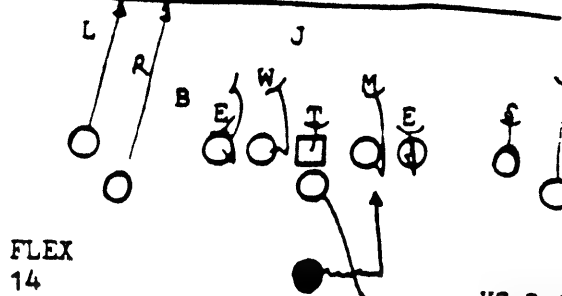
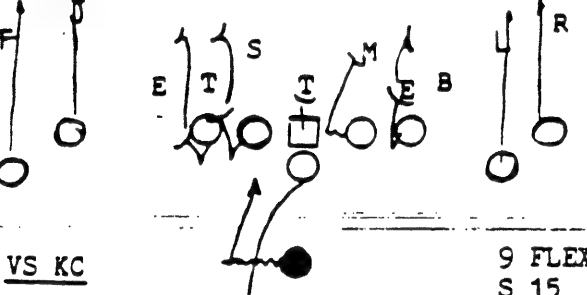
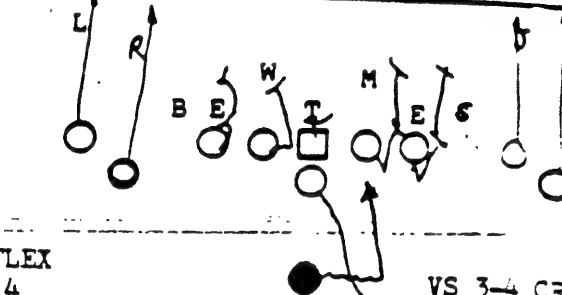
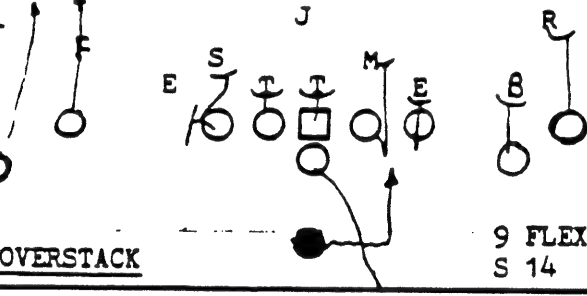
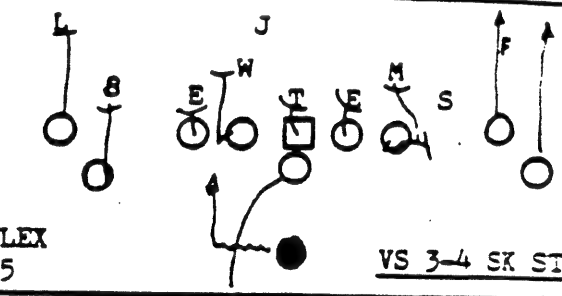
VS 34 EVEN STK



VS 46

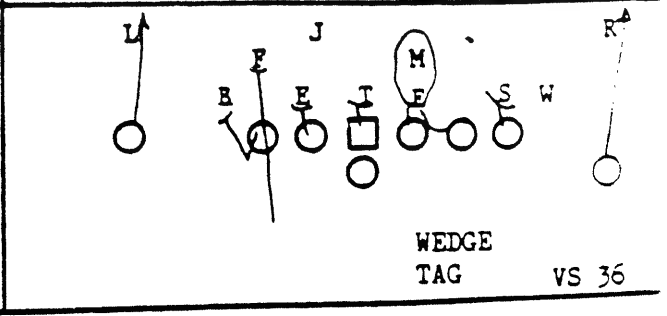
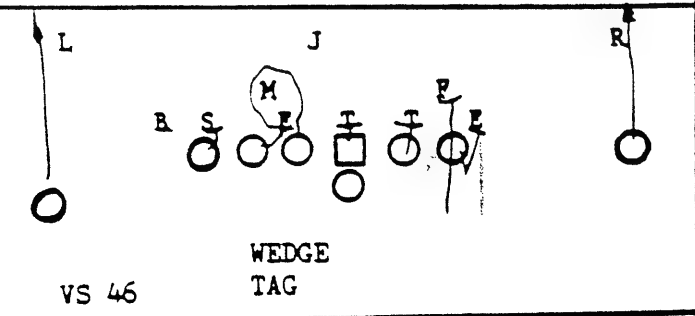
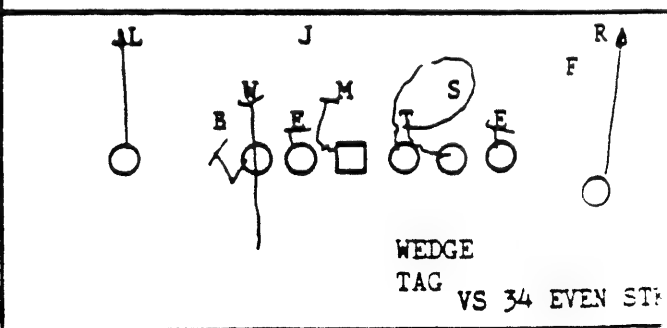
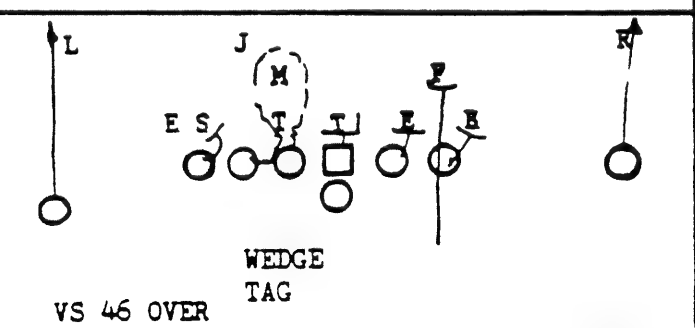
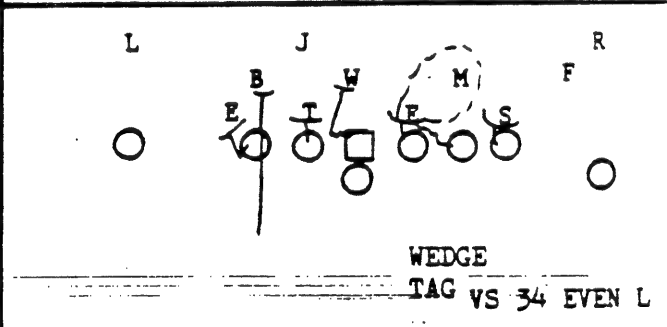
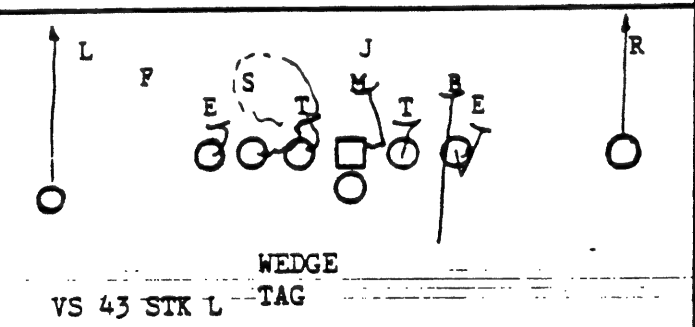
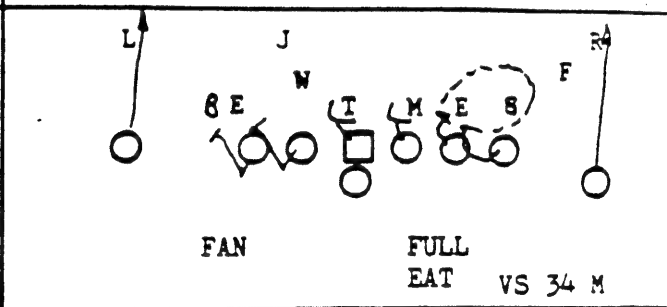
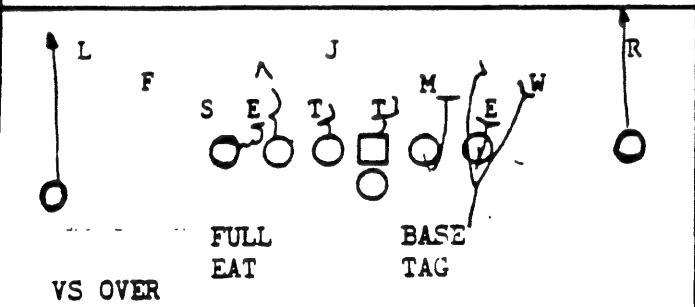
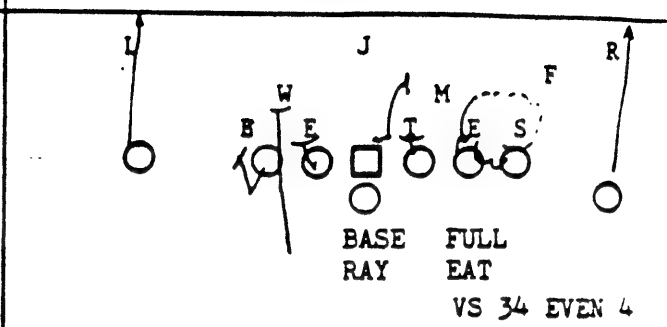
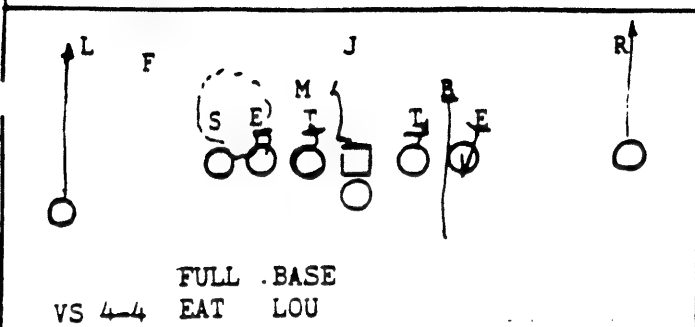
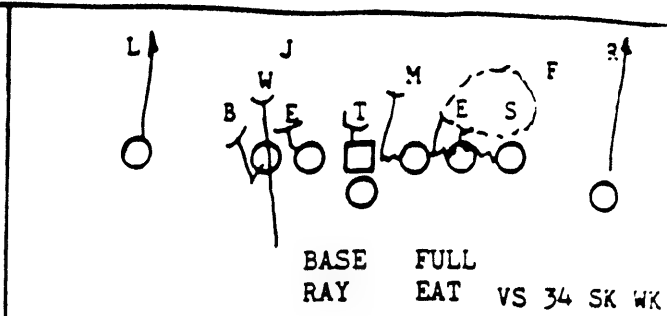
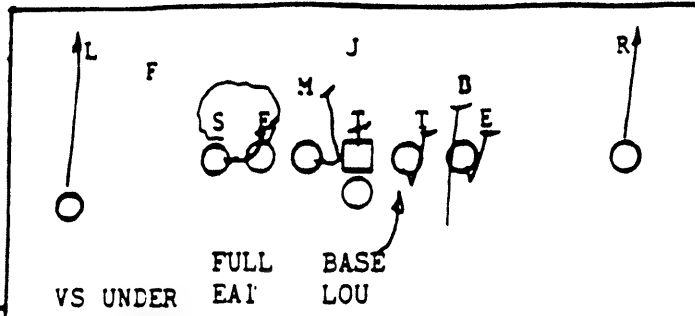


VS 36

 <p>VS 4-3</p> <p>9 FLEX S 15</p>	 <p>8 FLEX S 14</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>9 FLEX S 15</p>	 <p>8 FLEX S 14</p> <p>VS 3-4 CRA</p>
 <p>OVERSTACK</p> <p>9 FLEX S 14</p>	 <p>8 FLEX S 15</p> <p>VS 3-4 SK STG</p>
<p>PWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	<p>1. OPEN UP TO HOLE CALLED AND SPRING AT 45° ANGLE TO B.C. 2. CONTINUE ROLLING OUT</p> <p>6 YD. DEPTH - OPEN SHOULDERS TO SI LINE. LD STEP, CROSSOVER, PLANT, ACCEPT BALL. READ CALLSIDE GUARDS AREA - RUN TO DAYLIGHT. NOTE - PLAY MAY BREAK INSIDE OR BOUNCE. NOTE - DO NOT GAIN GROUND UNTIL YOU HAVE BALL. (24/25 TECH:) SET IN 20 POSITION DROP OUT SIDE FOOT TO OFF BODY SLIGHTLY, ACCEPT BALL - SAME READ RUN TO DAYLIGHT. NOTE ALLOW QB TO BRING BALL.</p> <p>VS ZONE - BLOCK BUCK IF HE IS IN COVERAGE. VS MAN - RUN OFF</p> <p>BLOCKING VARIATIONS</p>
<p>OWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	
<p>Y VS ZONE - BLOCK STUB IF HE IS IN COVERAGE OR FRANK VS MAN - RUN OFF</p>	
<p>PT BLOCK END TO STUB OR STUB TO MAC</p>	
<p>PG BLOCK END TO MAC OR TACKLE TO STUB</p>	
<p>C BLOCK NOSE TACKLE BLOCK ON TACKLE TO MAC TO BACKSIDE LB</p>	
<p>OFG BLOCK END TO WILL OR TACKLE TO BUC</p>	
<p>OFT BLOCK END TO BUC OR BUC TO WILL</p>	

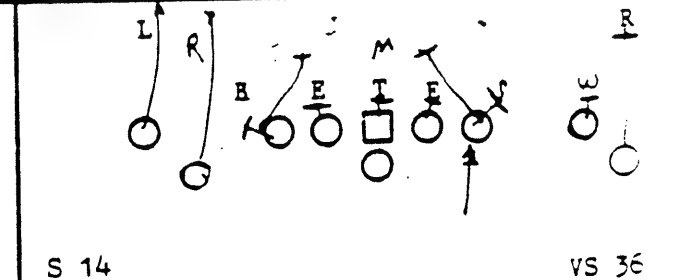
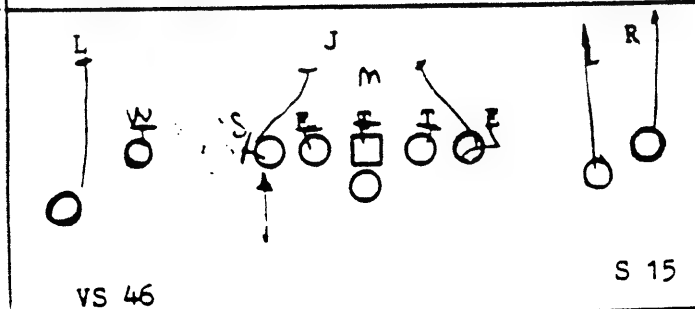
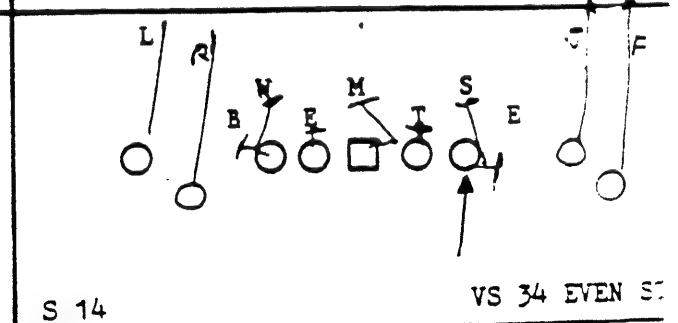
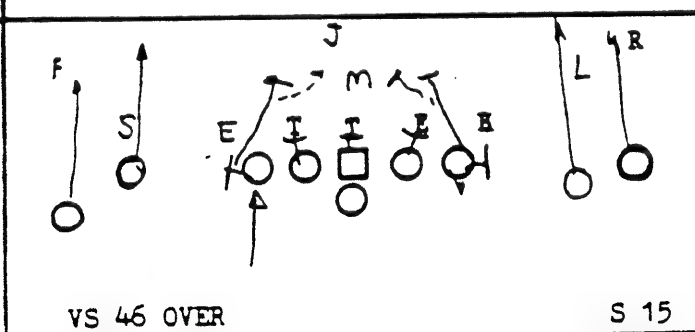
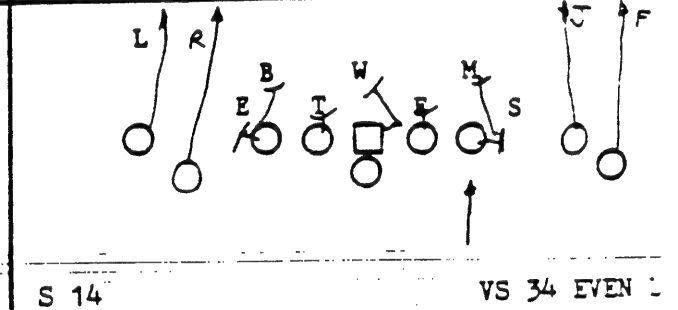
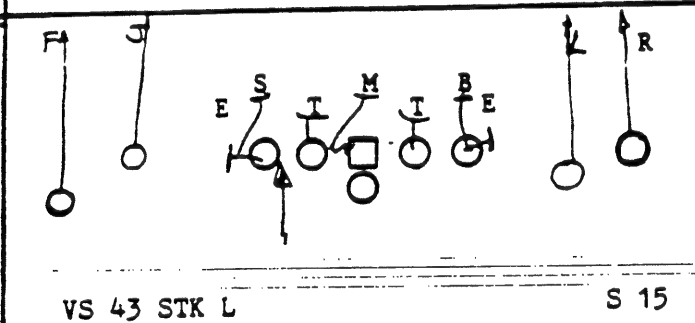
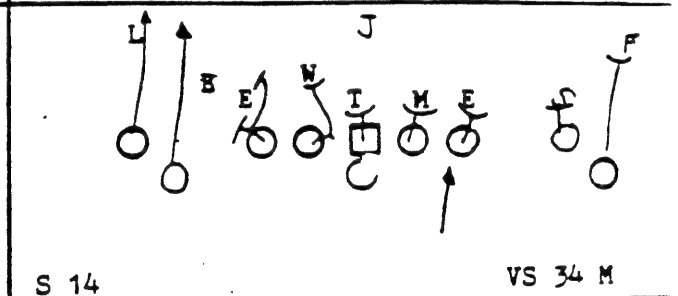
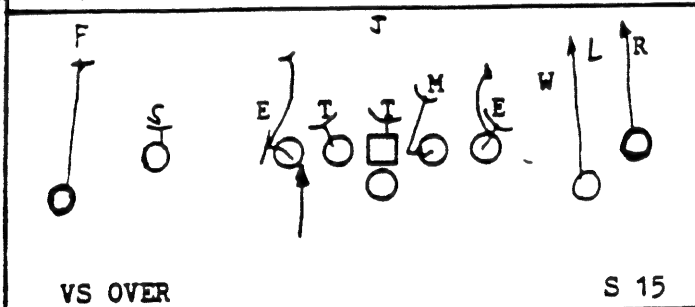
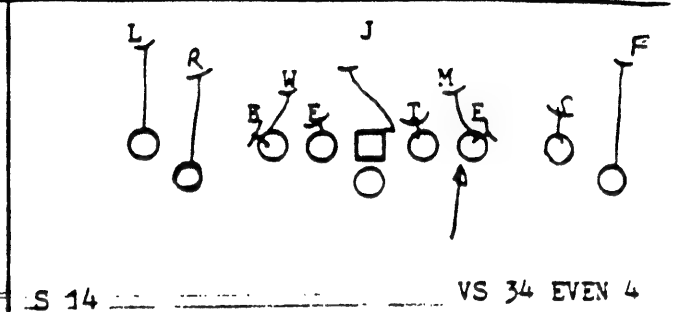
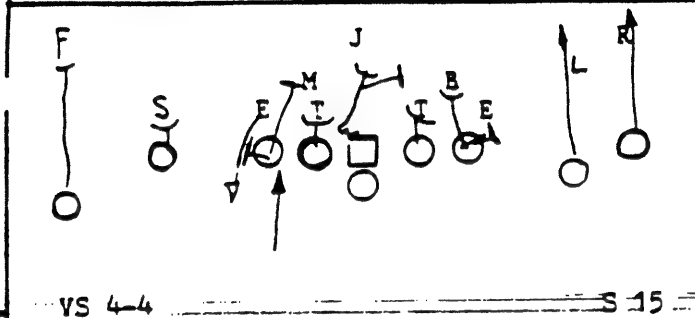
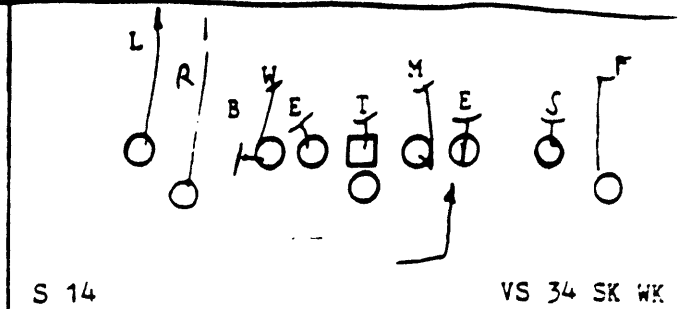
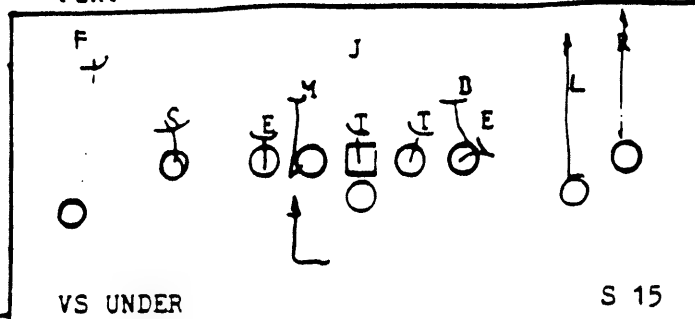
PLAY DRAW 36

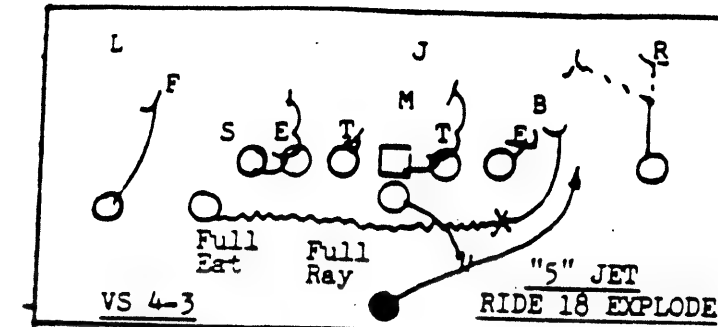
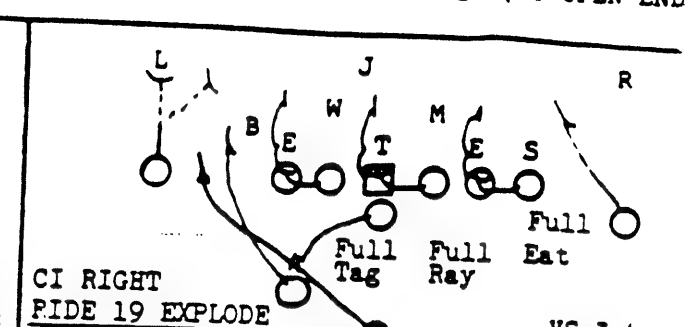
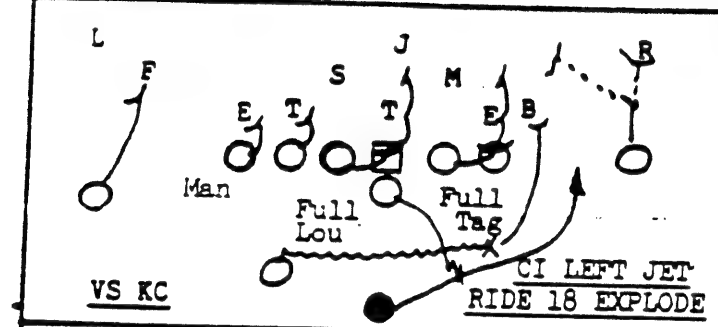
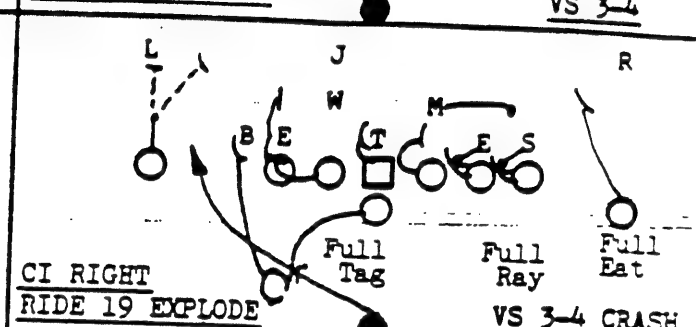
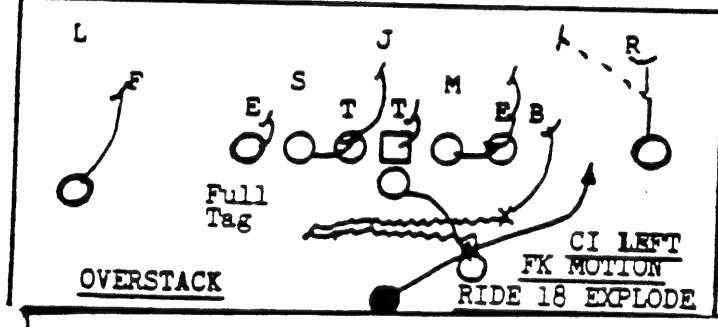
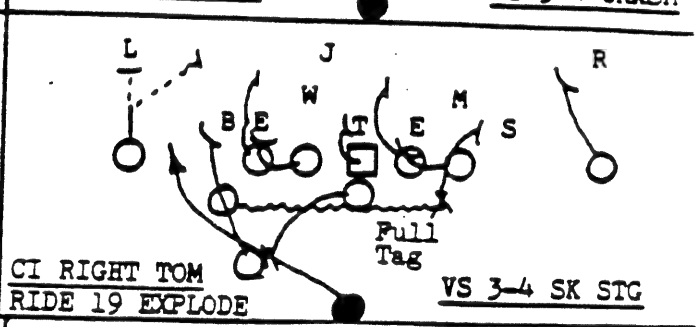
PLAY DRAW 37 FAN



PLAY SPRINT DRAW 15/14 (25/24)

PLAY SPRINT DRAW 14/15 (24/25)



 <p>VS 4-3</p> <p>RIDE 18 EXPLODE</p>	 <p>CI RIGHT RIDE 19 EXPLODE</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>CI LEFT JET RIDE 18 EXPLODE</p>	 <p>CI RIGHT RIDE 19 EXPLODE</p> <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p> <p>CI LEFT FK MOTION RIDE 18 EXPLODE</p>	 <p>CI RIGHT TOM RIDE 19 EXPLODE</p> <p>VS 3-4 SK STG</p>
<p>PWR BLOCK FORCE</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN TO HOLE CALLED 2. SPRINT & HAND OFF AS DEEP AS POSSIBLE 3. CONTINUE ROLL OUT AFTER HAND OFF
<p>OWR CUT OFF</p>	<p>BC</p> <p>SPRINT SPOT: 3 YDS BEHIND IMAGINARY TE, FORCE QB TO STRETCH FOR EXCHANGE POINT. ACCEPT BALL, KEY BLOCK OF R.B. RUN TO DAYLIGHT C.P. YOU SHOULD MAKE YOUR RUNNING DECISION BY THE TIME YOU HIT THE NUMBERS</p>
<p>Y EAT, HOOK, SIFT</p>	
<p>PT FULL AND WEDGE SLIP PRINCIPLES HOOK, TAG, CHIP</p>	
<p>PG FULL AND WEDGE SLIP PRINCIPLES HOOK, TAG, LOU OR RAY</p>	
<p>C FULL AND WEDGE SLIP PRINCIPLES HOOK, LOU, RAY</p>	<p>RB</p> <p>WHEN MOVEMENT IS CALLED BALL WILL BE SNAPPED BEHIND OT'S OUTSIDE LEG. BLOCK BUCK. IF SINK, P.S. CHIP BLK WITH OT AND GO TO 1ST INSIDE MAN AFTER CHIP IF HE FLOWS. IF INSIDE MAN RUN THROUGH YOU ARE ALONE ON BLOCK. SAME TECH: WHEN IN HOME POSITION.</p> <p>NOTE: HOOK BLOCK, OR TAKE IN LINE OF CHARGES. SUSTAIN.</p>
<p>OFG FULL AND WEDGE SLIP PRINCIPLES RAY OR LOU, TAG, LOAD</p>	
<p>OFT FULL AND WEDGE SLIP PRINCIPLES TAG, EAT, LOAD</p>	
	<p>BLOCKING VARIATIONS</p>

8-9 HOLE

RIDE 19/18 EXPLODE (TO OPEN SIDE)

RIDE 18/19 EXPLODE EASY, RIDE 18/19 EXPLODE BOSS, RIDE 18/19 EXPLODE AWAY

TOSS 19/18, TOSS 39/38, (TO OPEN SIDE)

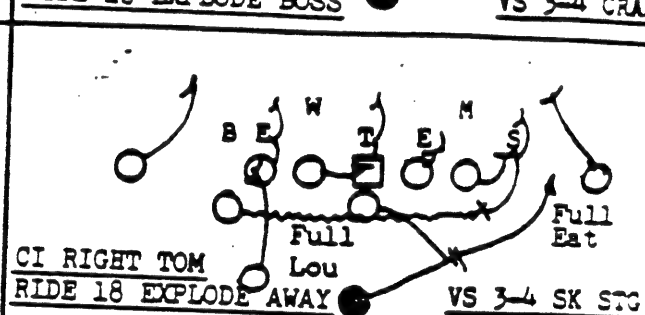
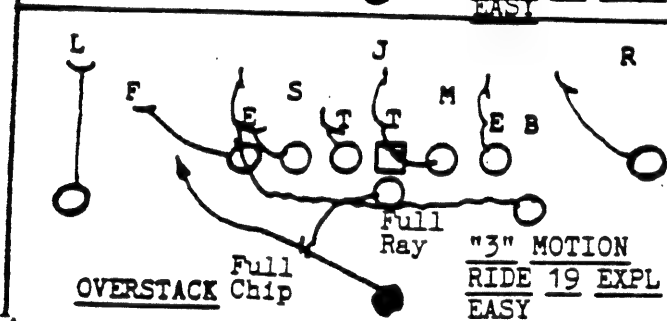
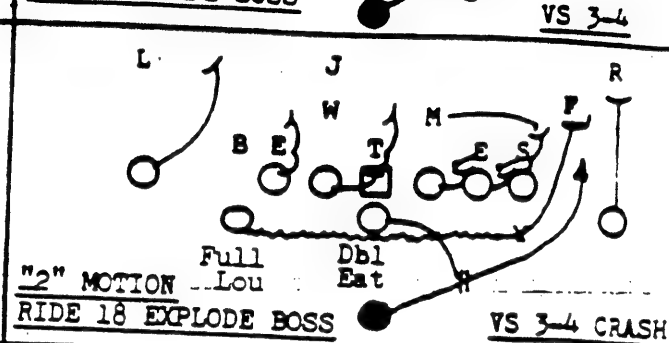
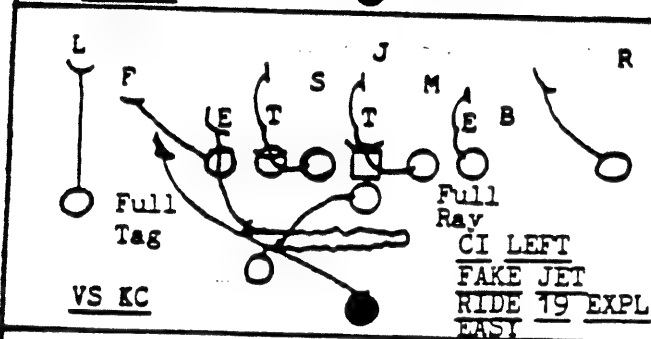
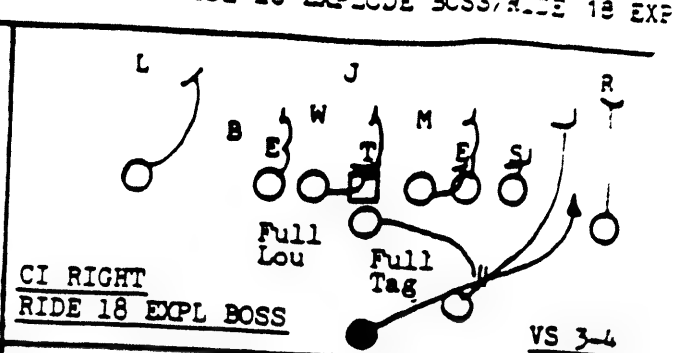
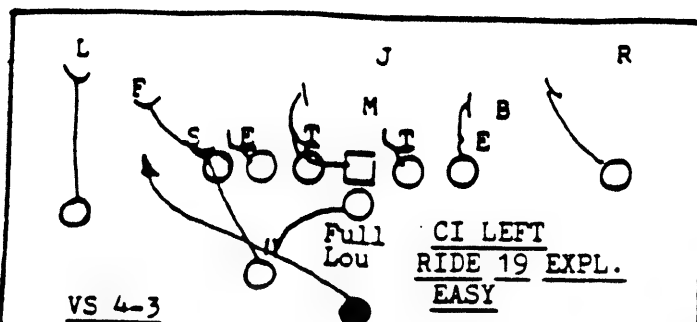
TOSS 18/19 EASY, TOSS 38/39 EASY, TOSS 18/19 BOSS, TOSS 38/39 BOSS

58/59

FLOW 18 VEER, 18 VEER AWAY

PLAY RIDE 19 EXPLODE (EASY)

PLAY RIDE 18 EXPLODE BOSS/RIDE 18 EXP



PWR BLOCK 2ND FORCE
ON "AWAY" BLOCK FORCE

QB

1. OPEN TO HOLE CALLED
2. SPRINT & HAND OFF AS DEEP AS POSSIBLE
3. CONTINUE ROLL OUT AFTER HAND OFF

OWR CUT OFF

BC

SPRINT SPOT 3 YDS BEHIND TE
FORCE QB TO STRETCH FOR
EXCHANGE POINT. ACCEPT BALL
KEY BLOCK OF RB. RUN DAYLIGHT

Y ON EASY, BLOCK FORCE
ON BOSS AND AWAY, HOOK, EAT

PT FULL AND WEDGE SLIP PRINCIPLES
HOOK, EAT, TAG

PG FULL AND WEDGE SLIP PRINCIPLES
HOOK, TAG, LOU OR RAY

C FULL AND WEDGE SLIP PRINCIPLES
HOOK, LOU, RAY, LOAD, WIPE

OFG FULL AND WEDGE SLIP PRINCIPLES
LOU OR RAY, HOOK, TAG, LOAD

OFT FULL AND WEDGE SLIP PRINCIPLES
TAG, LOAD, WALL.

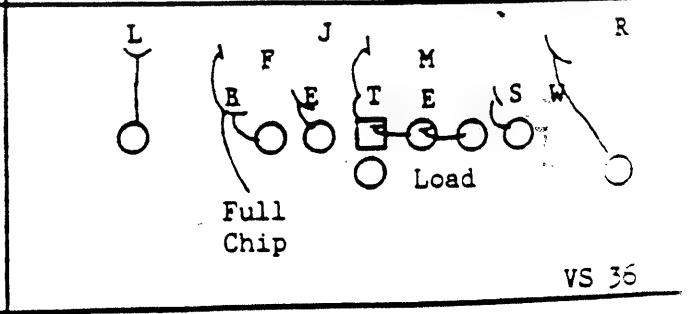
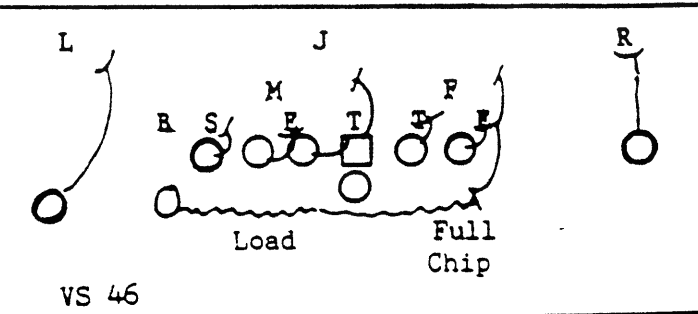
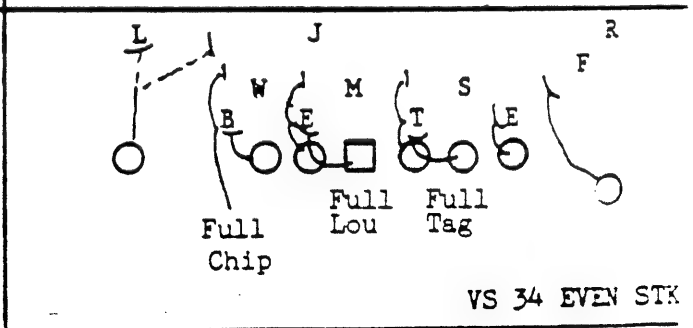
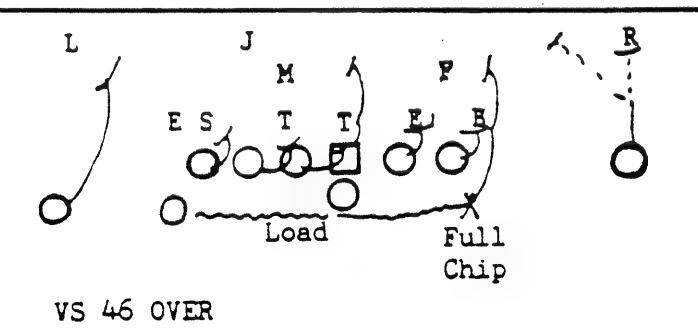
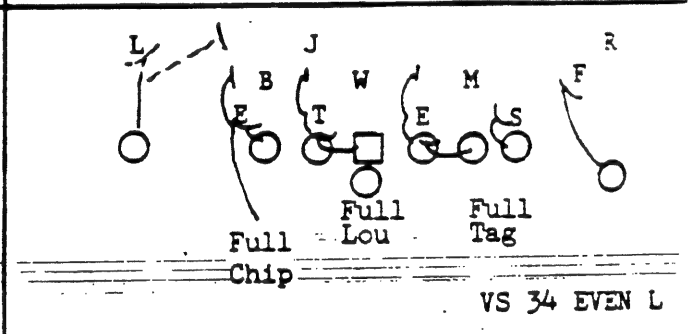
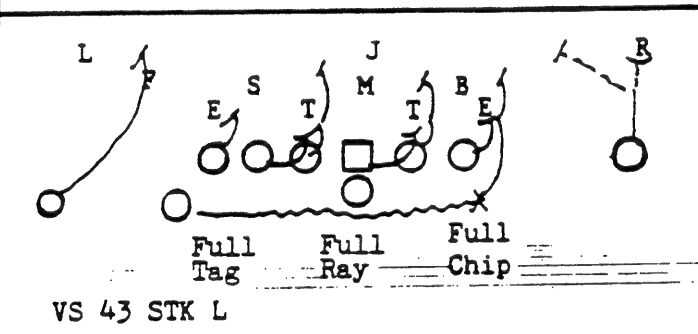
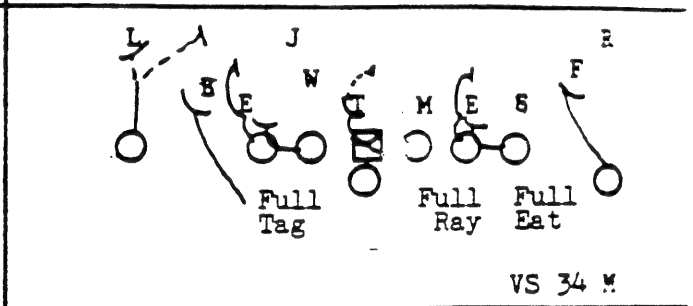
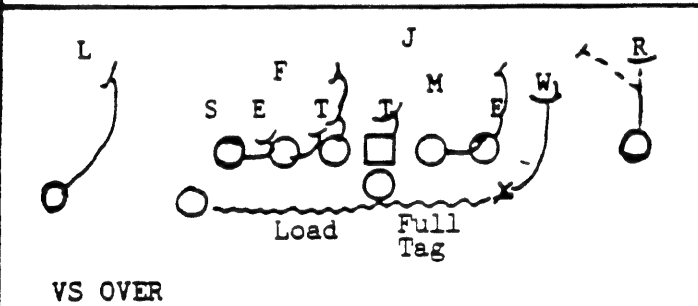
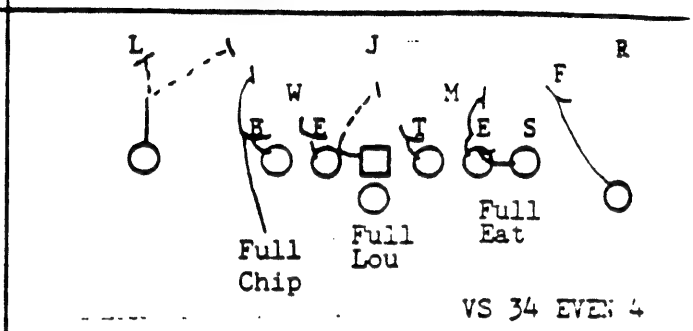
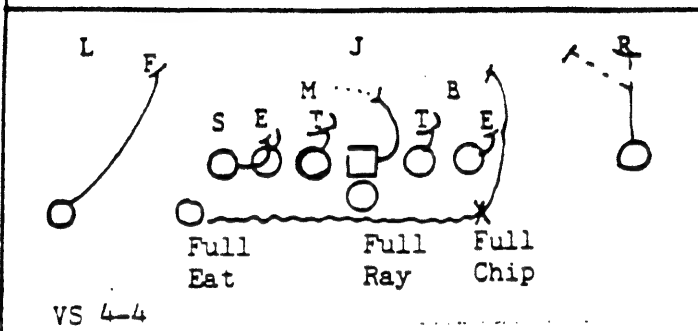
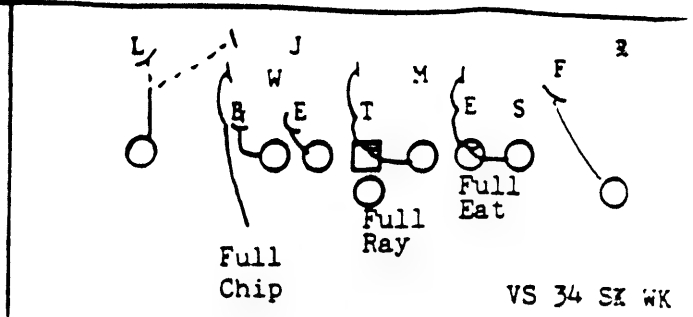
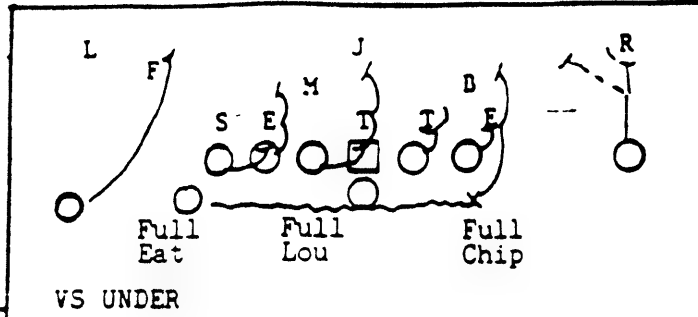
RB

WHEN MOVEMENT IS CALLED BALL WILL
BE SNAPPED AT OT'S OUTSIDE LEG.
BOSS CALL BLK STRONG SAFETY. NO
BOSS CALL BLOCK STUB BACKER VS
BEARS ALERT CHIP BLK WITH P.S.T.
AWAY CALLS=WALL BLOCK WITH O.T.
AWAY FROM CALL. HOOK BLOCK OR
TAKE IN LINE OF CHARGE.
WHEN MOVEMENT IS CALLED ON BOSS,
BALL WILL BE SNAPPED AT Y's TAIL.

BLOCKING VARIATIONS

PLAY RIDE 13 EXPLODE (TO OPEN END)

PLAY RIDE 19 EXPLODE (TO OPEN END)



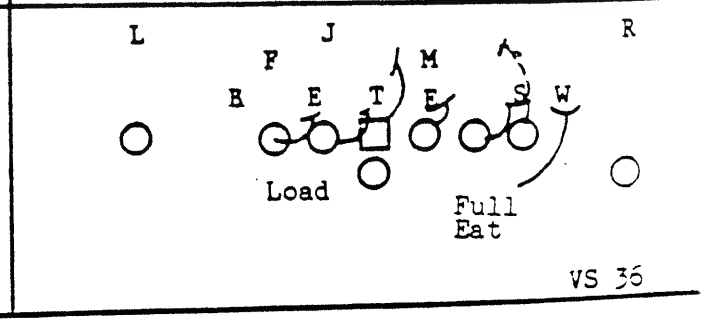
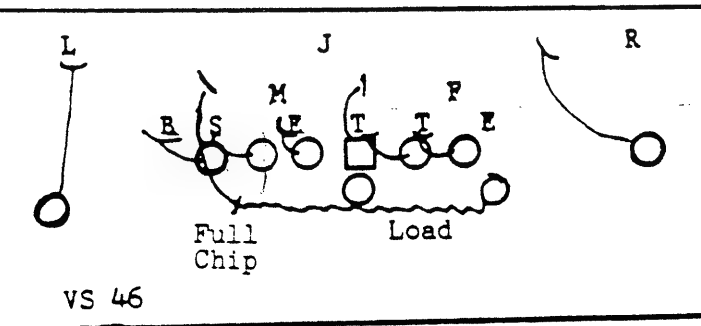
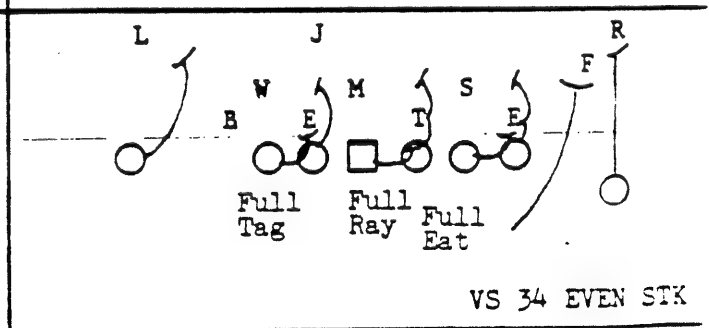
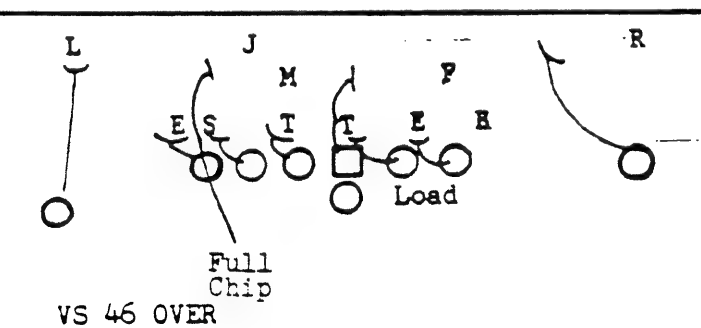
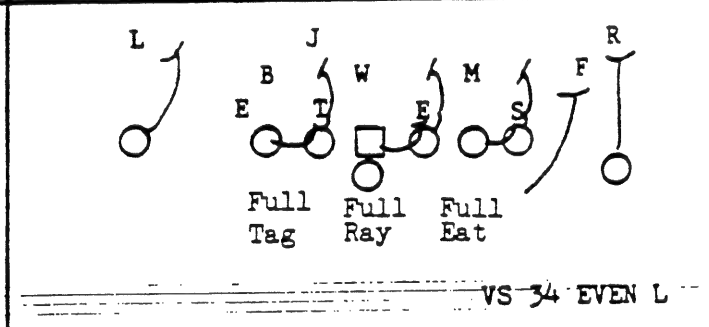
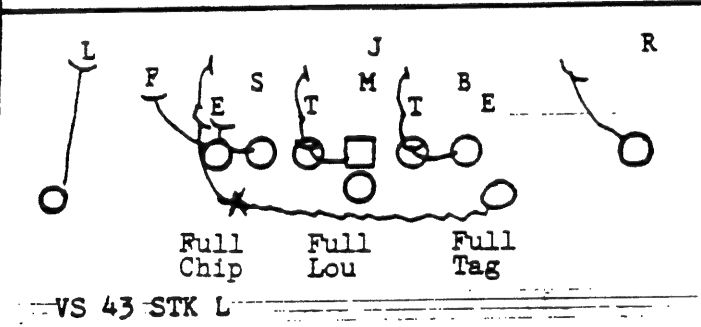
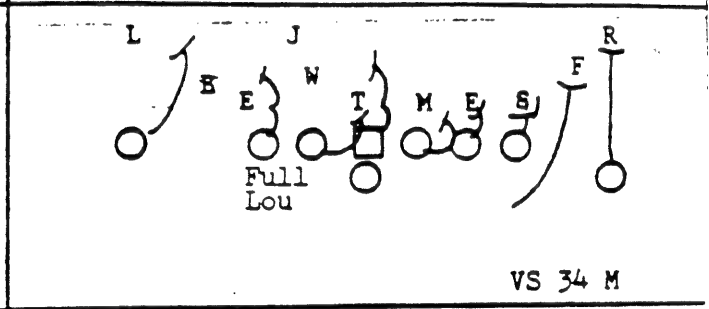
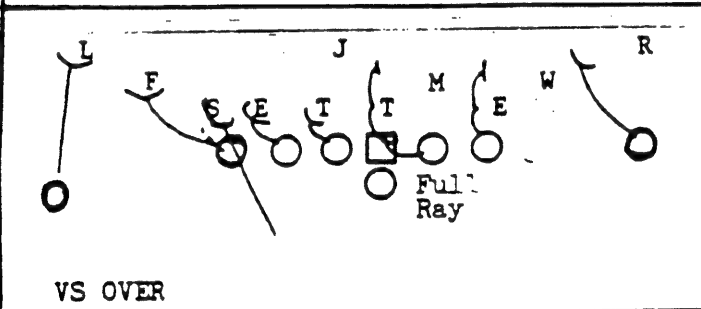
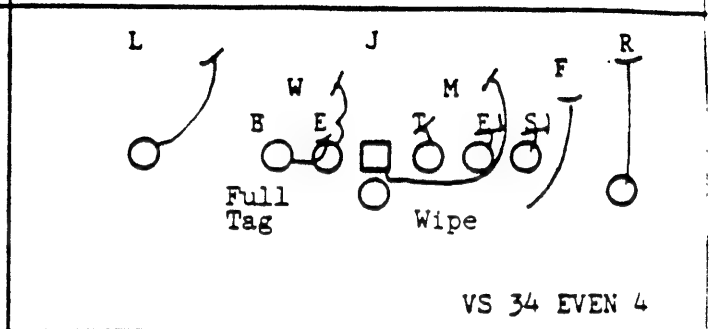
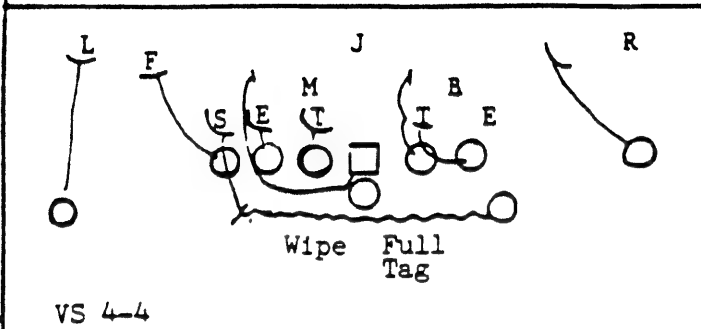
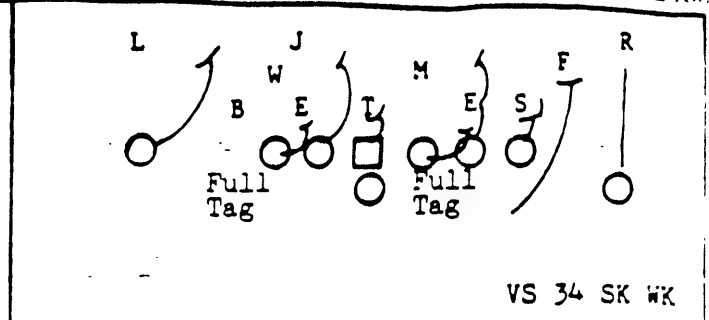
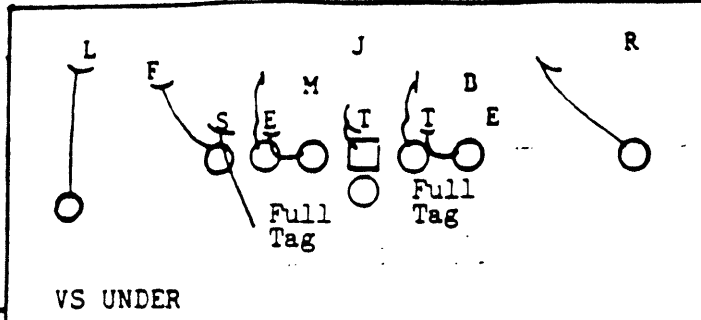
PLAY TOSS 18/ TOSS 38 (TO OPEN END)

PLAY TOSS 19/ TOSS 39 (TO OPEN END)

<p>VS 4-3</p> <p>"5" JET TOSS 18</p>	<p>CI RT TOSS 19</p> <p>VS 3-4</p>
<p>VS KC</p> <p>"3" FK MOTION TOSS 18</p>	<p>SPLIT RT Q JET TOSS 19</p> <p>VS 3-4 CRASH</p>
<p>OVERSTACK</p> <p>SPLIT LT Q JET TOSS 38</p>	<p>CI RT TOSS 19</p> <p>VS 3-4 SK STG</p>
PWR BLOCK FORCE	QB <ol style="list-style-type: none"> 1. REVERSE OUT & TOSS BALL W/TE SLIGHT LEAD. 2. TARGET 12 B.C. NUMBERS. 3. FOLLOW TOSS IN CASE OF FUMBLE.
OWR CUT OFF	BC <p>IN TEEN POSITION ACCEPT TOSS, THREATEN CONTAIN, KEY RB'S BLOCK.</p>
Y HOOK, EAT, SIFT, LOAD	WHEN 3 POSITION ALERT QUICK JET CALL.
PT FULL AND WEDGE SLIP PRINCIPLES HOOK, TAG, CHIP.	
PG FULL AND WEDGE SLIP PRINCIPLES HOOK, LOU OR RAY, TAG	
C FULL AND WEDGE SLIP PRINCIPLES HOOK, LOU, RAY, LOAD.	
OFG FULL AND WEDGE SLIP PRINCIPLES HOOK, LOU OR RAY, TAG, LOAD	RB <p>LEAD FOR OUTSIDE # HIT ON #1 HOOK HIM IF POSSIBLE VS. SINK CP BUCK IN "L" POSITION CHIP BLOCK WITH P.S.T. ALERT TO CLIMB BLOCK MAN IN "L" POSITION IF HE FLOWS HARD. ON RUN THROUGH YOU HAVE #1 ALONE.</p>
OFT FULL AND WEDGE SLIP PRINCIPLES HOOK, TAG, EAT, LOAD	YOU MUST SUSTAIN YOUR BLOCK. BLOCKING VARIATIONS

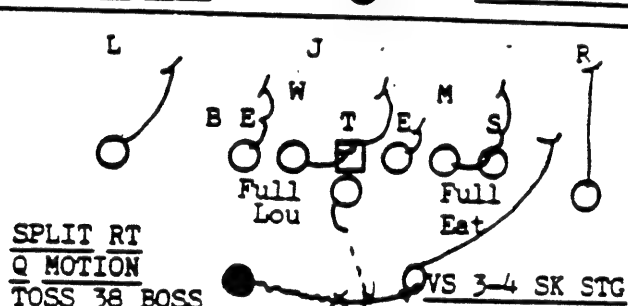
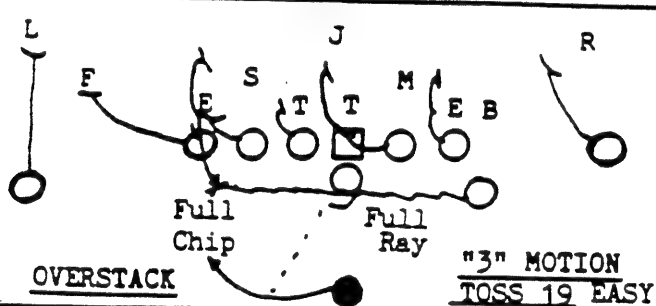
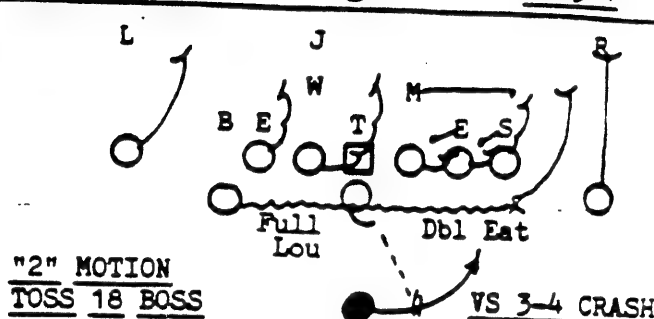
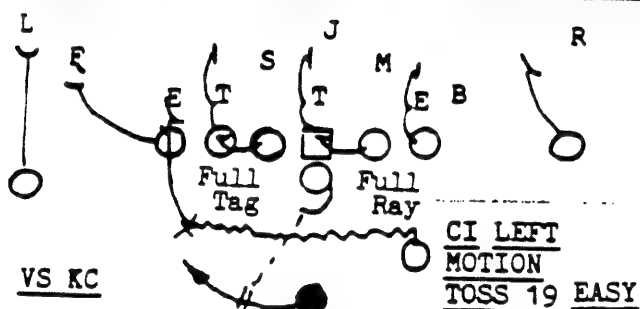
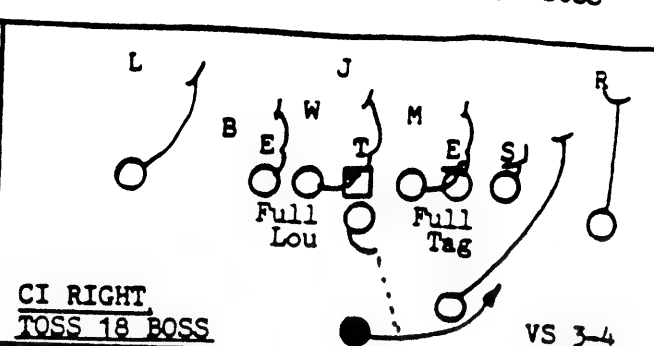
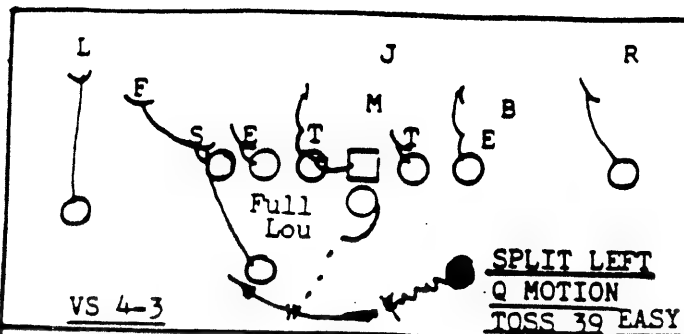
PLAY RIDE 19 EXPLODE (EASY)

PLAY RIDE 16 EXPLODE BOSS / RIDE 16 EXPLODE AW



PLAY TOSS 19 / TOSS 39 (EASY)

PLAY TOSS 18 BOSS / TOSS 38 BOSS



PWR BLOCK 2nd FORCE

- QB
1. REVERSE OUT & TOSS BALL WITH SLIGHT LEAD
 2. TARGET 12 B.C. NUMBERS
 3. FOLLOW TOSS IN CASE OF FUMBLE

OWR CUT-OFF

BC

ACCEPT TOSS, THREATEN: CONTAIN
KEY R.B.'s BLOCK
THREE POSITION ALERT QK JET CALL
NOTE: WHEN Y IS RELEASING OUTSIDE
STUB, IT SHOULD WIDEN HIM.

Y

ON EASY, BLOCK FORCE.
ON BOSS, HOOK, EAT

PT

FULL AND WEDGE SLIP PRINCIPLES
HOOK, TAG, CHIP, EAT

PG

FULL AND WEDGE SLIP PRINCIPLES
HOOK, LOU OR RAY, TAG

C

FULL AND WEDGE SLIP PRINCIPLES
HOOK, LOU, RAY, LOAD

OFG

FULL AND WEDGE SLIP PRINCIPLES
HOOK, LOU OR RAY, TAG, LOAD

OFT

FULL AND WEDGE SLIP PRINCIPLES
HOOK, TAG, CHIP, LOAD

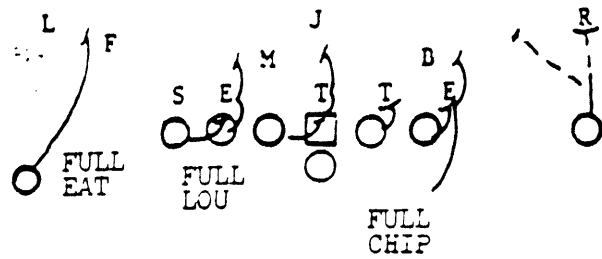
RB

LEAD FOR OUTSIDE # HIT ON #1
MAN OVER TE. HOOK HIM, IF MAN
WORKS OUT ON TE's RELEASE SUSTAIN.
NO BOSS CALL TE WILL RELEASE FOR
FORCE.
BOSS CALL: YOU WILL BLOCK FORCE.
ALERT TO CHIP WITH TE WHEN NEEDED.

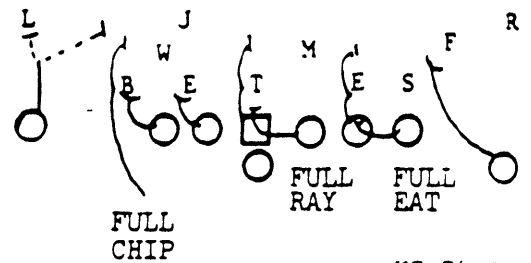
BLOCKING VARIATIONS

PLAY TOSSE 18 TOSSE 38 (TO OPEN END)

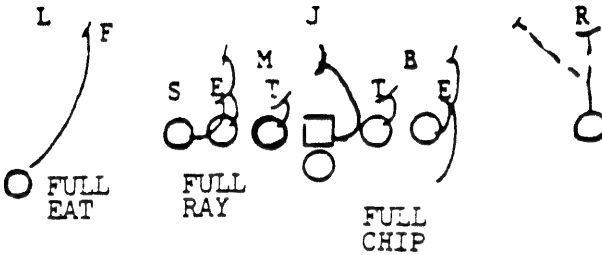
PLAY TOSSE 19 TOSSE 39 (TO OPEN END)



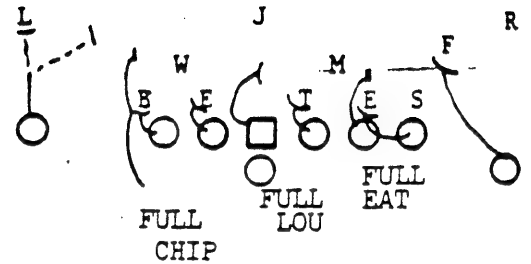
VS UNDER



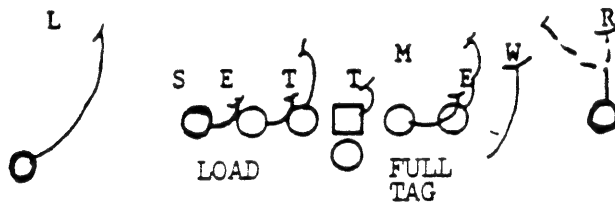
VS 34 SK WK



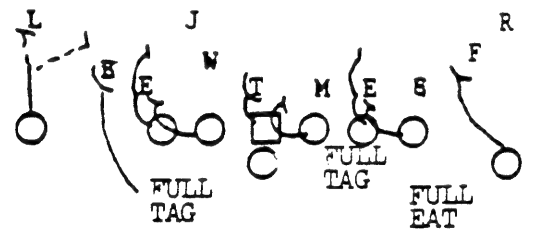
VS 4-4



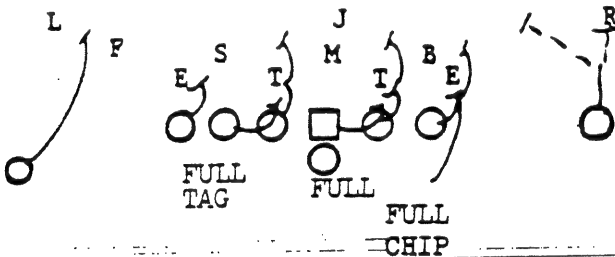
VS 34 EVEN 4



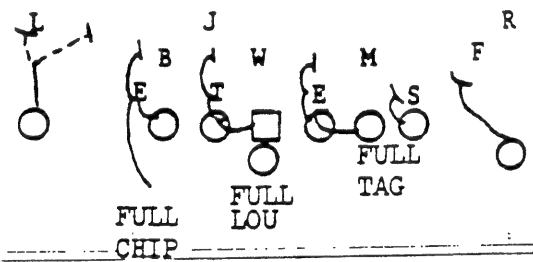
VS OVER



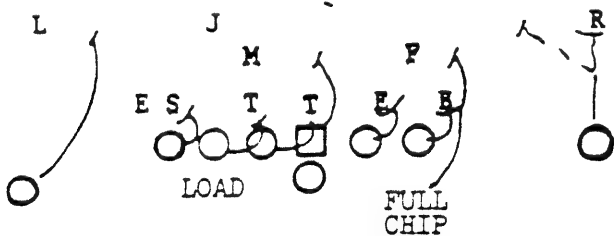
VS 34 M



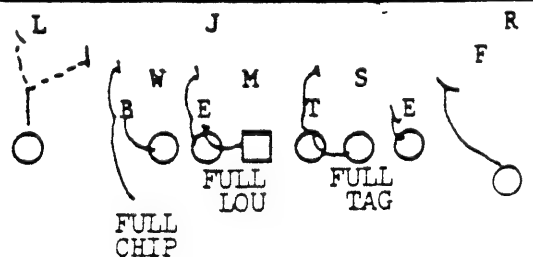
VS 43 STK L



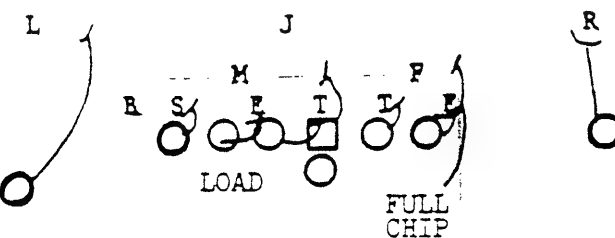
VS 34 EVEN L



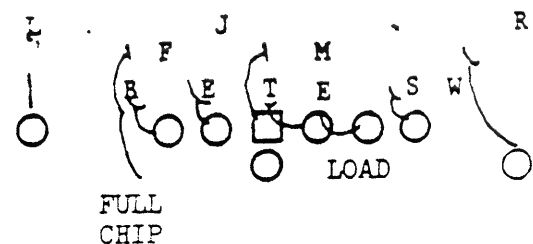
VS 46 OVER



VS 34 EVEN STK



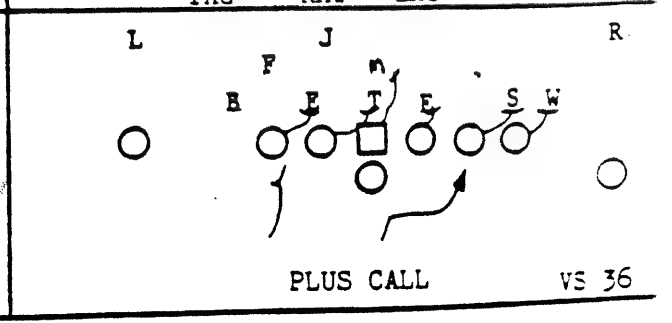
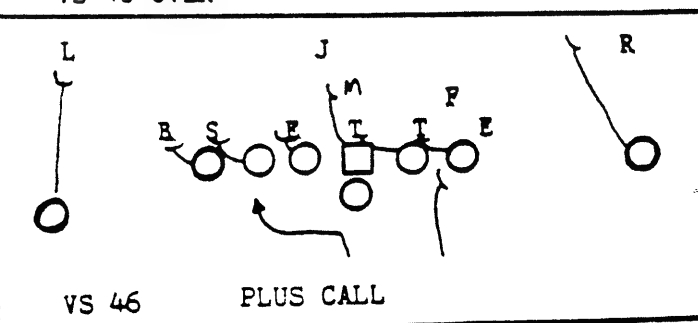
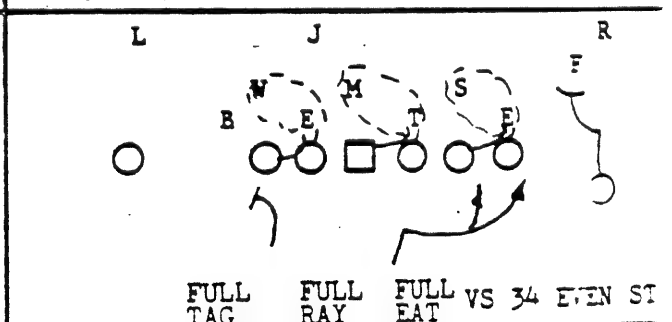
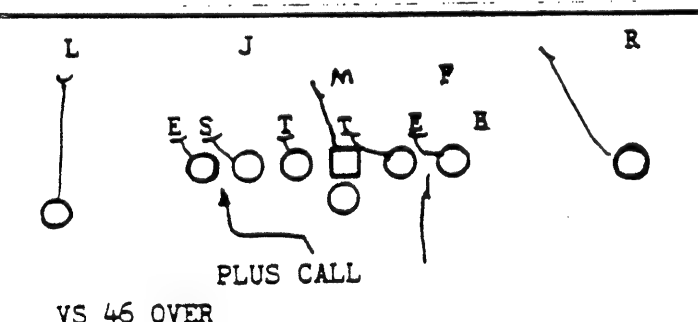
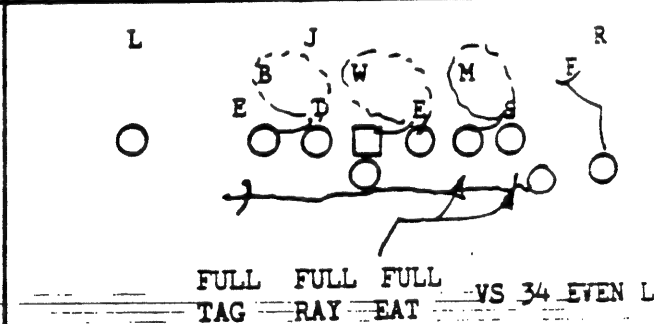
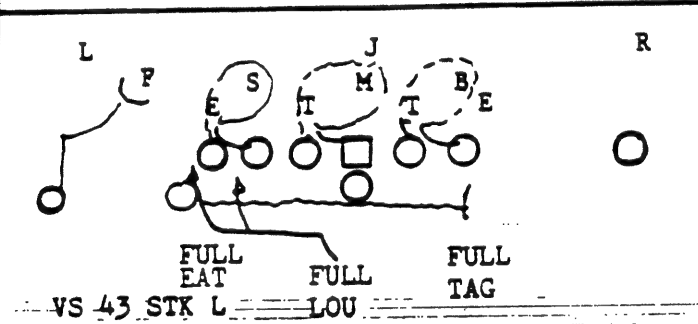
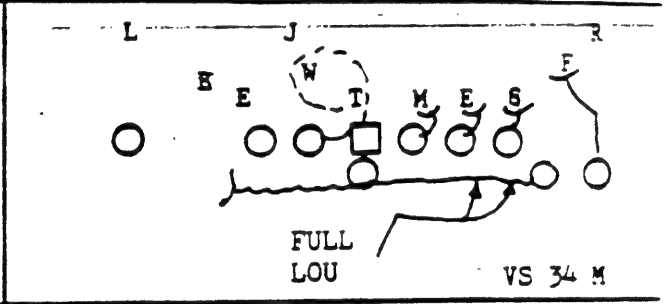
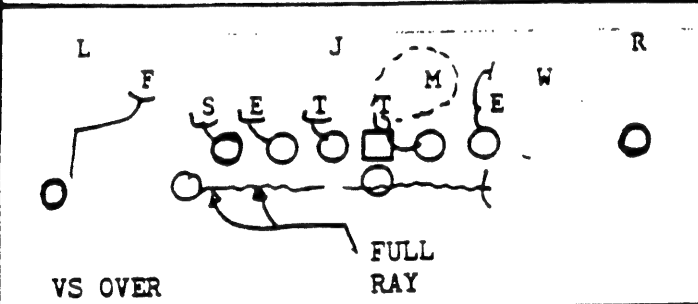
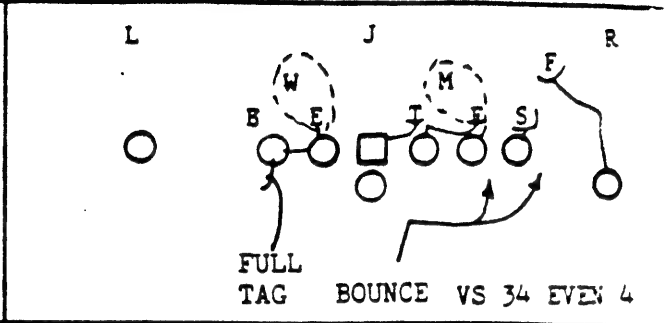
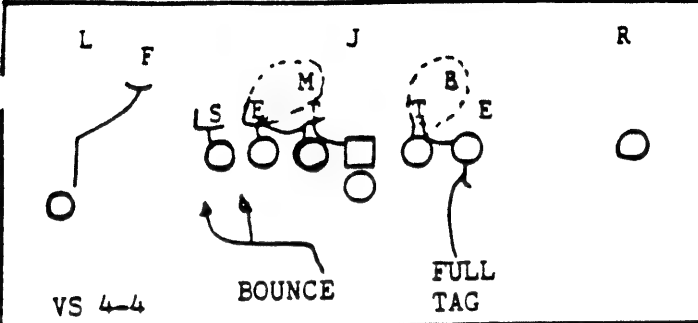
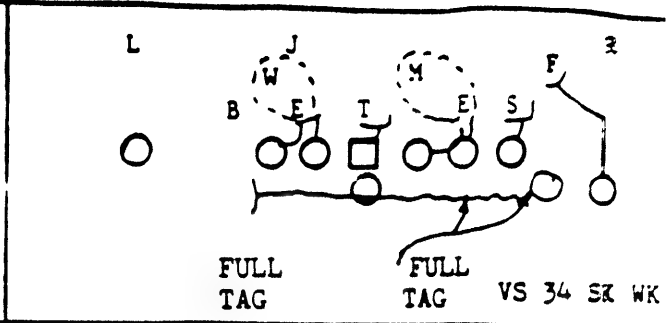
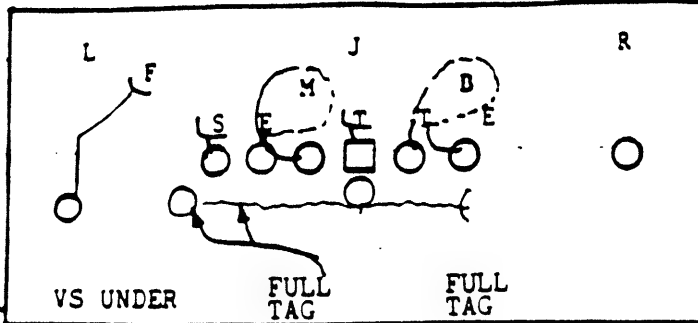
VS 46



VS 36

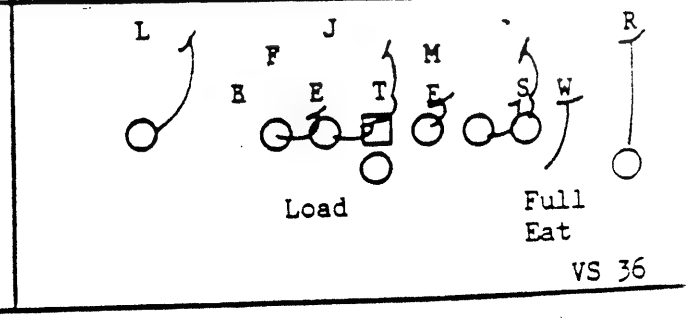
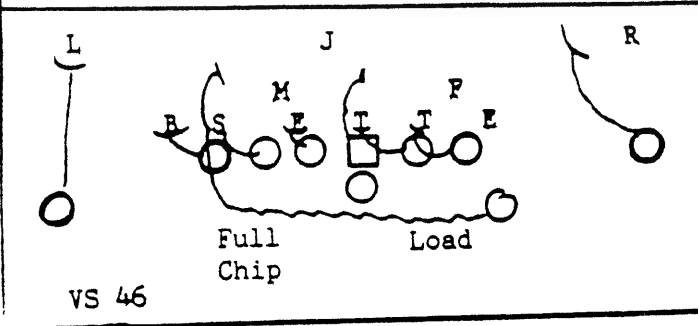
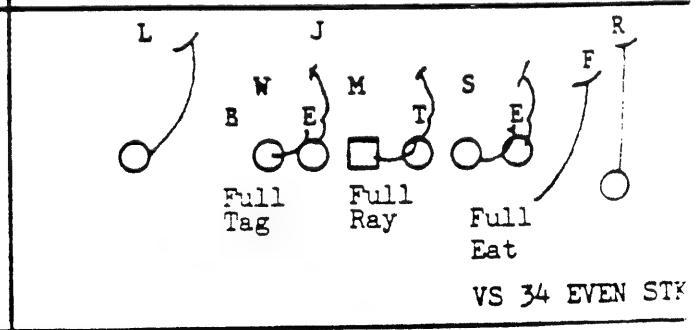
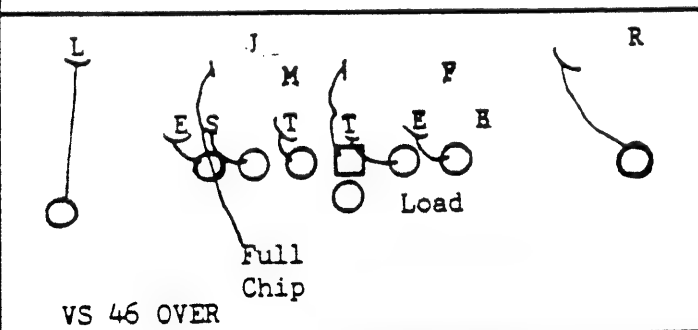
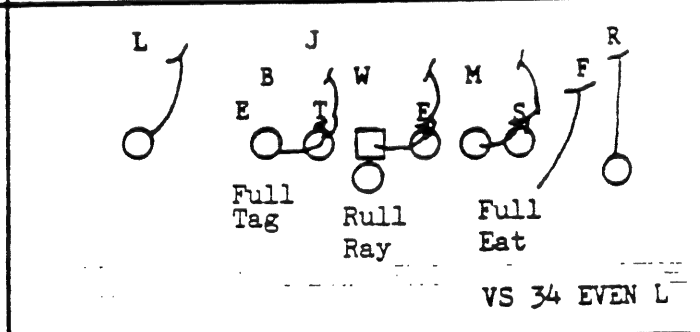
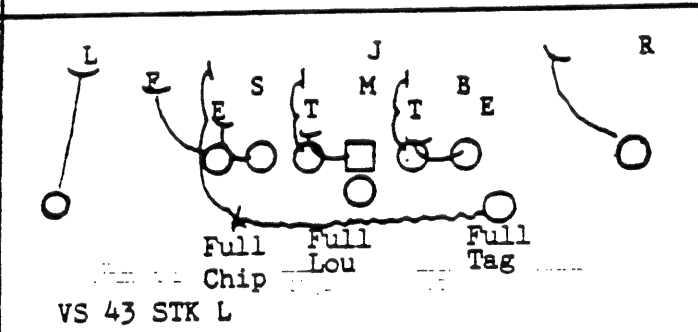
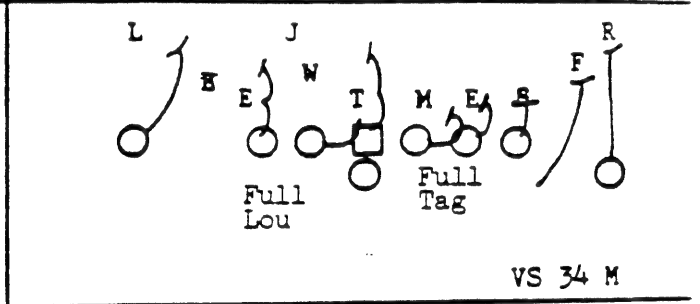
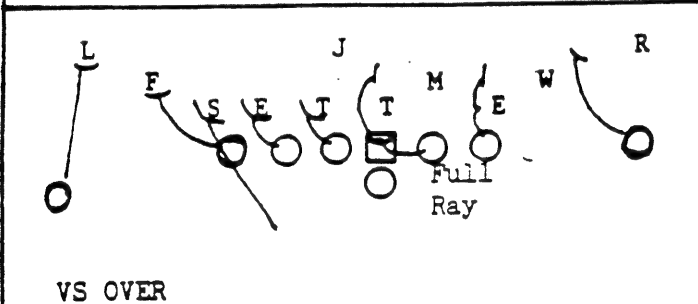
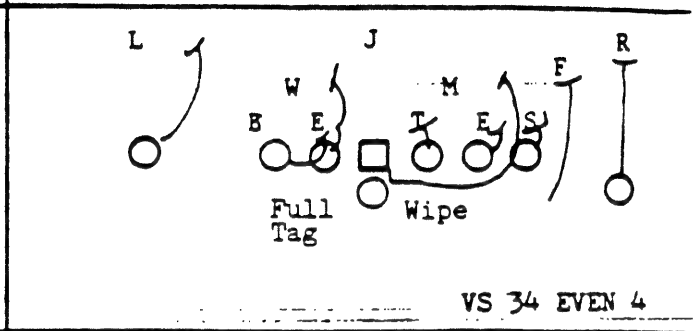
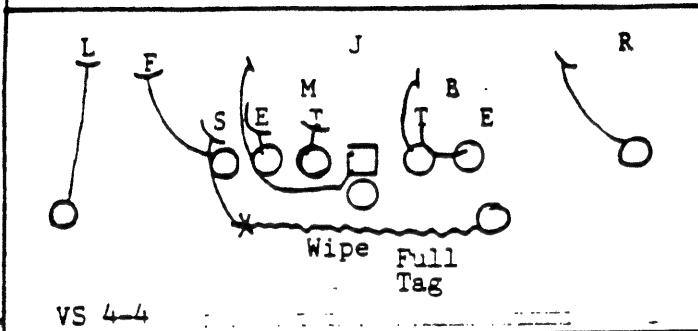
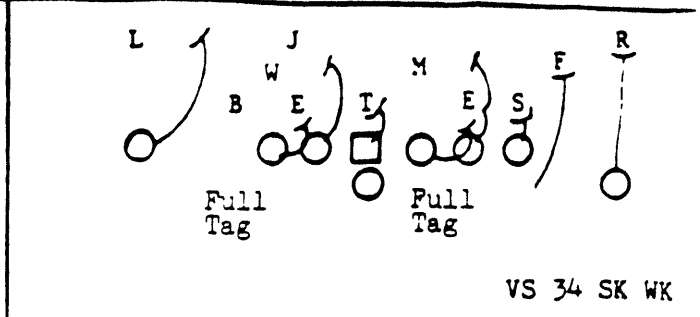
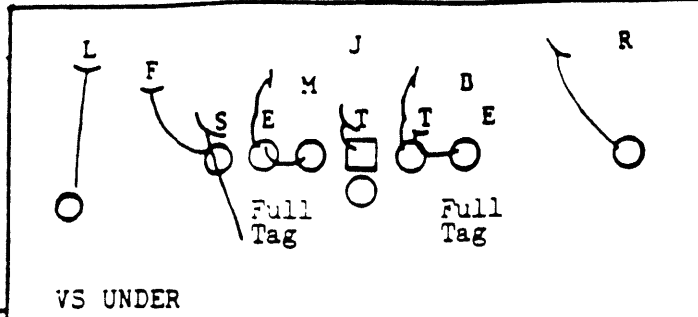
PLAY FLOW 19 VEER, 19 VEER AWAY

PLAY FLOW 19 VEER, 19 VEER AWAY



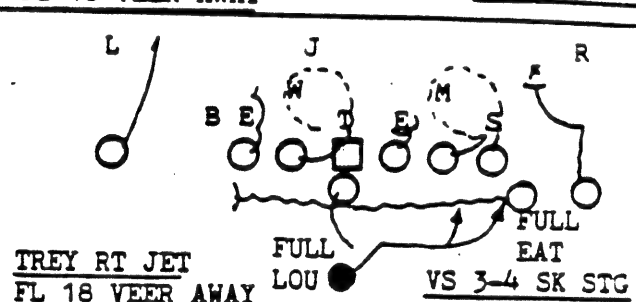
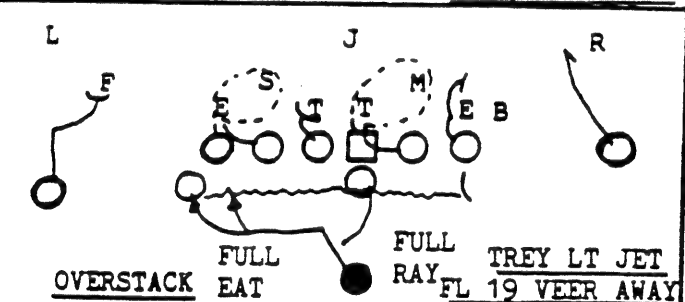
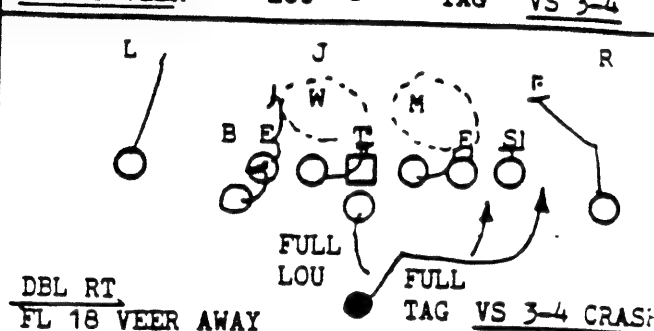
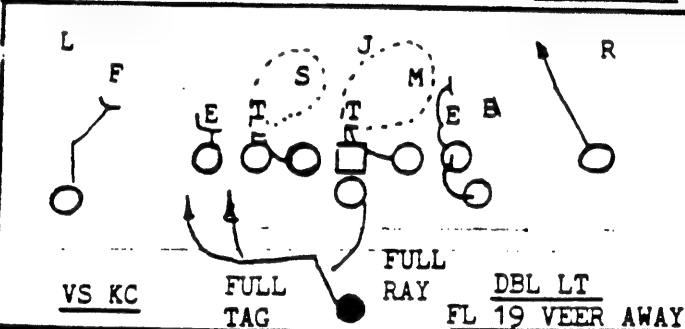
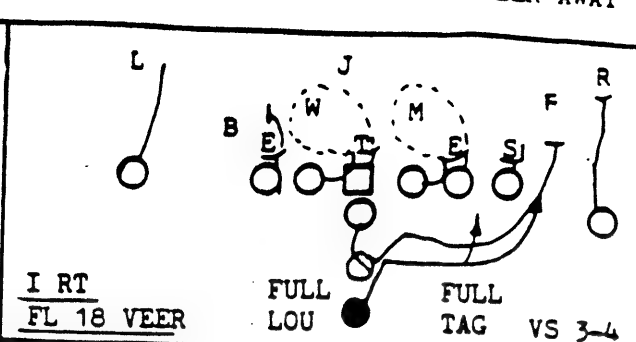
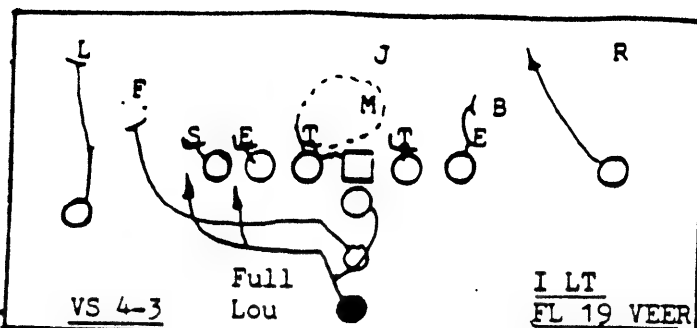
PLAY TOSS 19 / TOSS 39 (EASY)

PLAY TOSS 18 BOSS / TOSS 38 BOSS



PLAY FLOW 19 VEER, 19 VEER AWAY

PLAY FLOW 18 VEER, 18 VEER AWAY



BLOCK 2nd FORCE
PWR ON AWAY - BLOCK FORCE

QB 1. OPEN TO BALL CARRIER
2. FAKE WAGGLE

OWR CUT OFF

BC EXPLODE DOWNHILL AT TAIL OF CALL
SIDE GUARD 3-YDS FROM L.O.S.
THEN VEER TO HOLE. YOU MUST
THREATEN GUARD AREA TO SUCK
DEFENDERS INSIDE. FORCE THEM
TO CONTAIN YOU.

Y HOOK, EAT

NOTE: PLAY WILL SOMETIMES BREAK
IN 6 & 7 HOLE. TAKE IT.

PT FULL AND WEDGE SLIP PRINCIPLES
HOOK EAT, TAG

PG FULL AND WEDGE SLIP PRINCIPLES
HOOK, TAG, LOU OR RAY

RB HOME POSITION - DRIVE DOWNHILL
ONE YARD FROM L.O.S., VEER TO
HOLE, TAKE FIRST AVAILABLE HOLE
TO BLOCK FORCE. YOU MUST SHOW
DOWNHILL THREAT TO SUCK DEFENDERS
INSIDE.
AWAY CALL - SEAL BACK SIDE

C PULL AND WEDGE SLIP PRINCIPLES
HOOK, LOU OR RAY, LOAD, WIPE

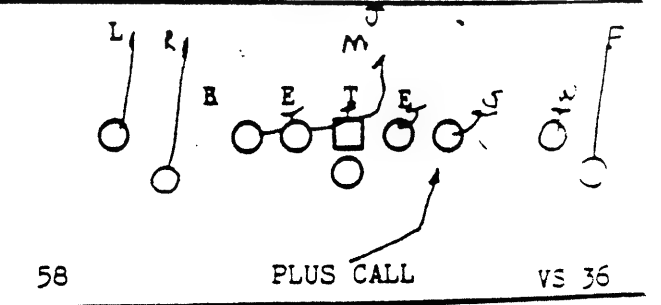
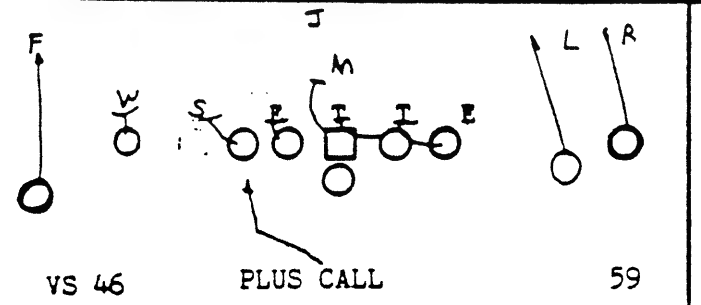
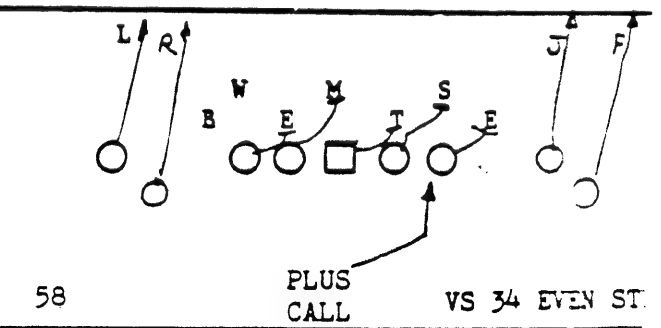
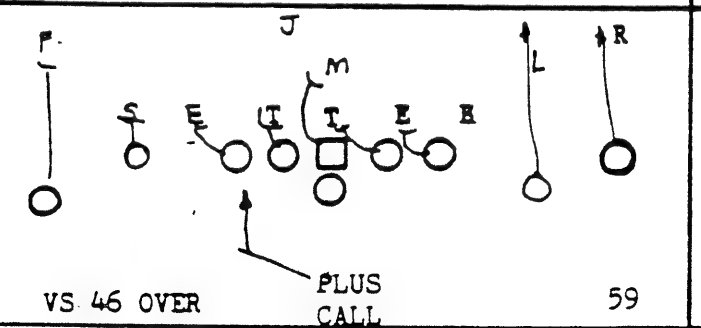
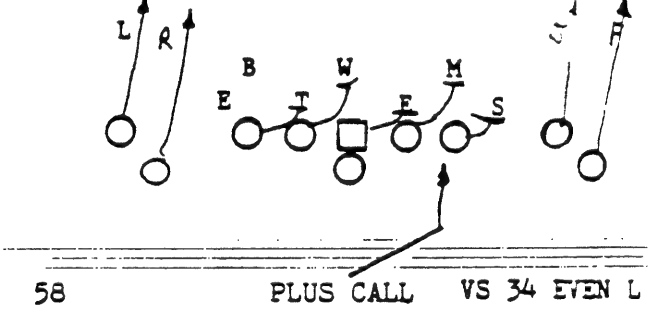
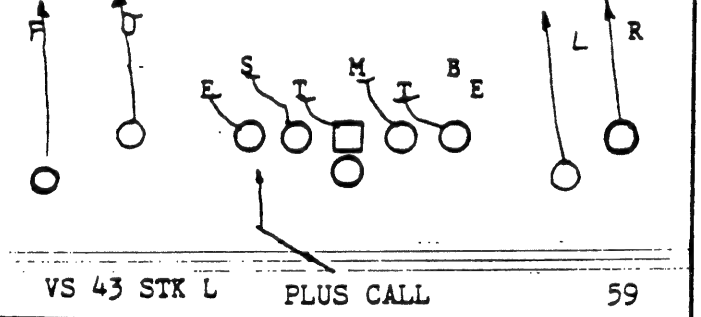
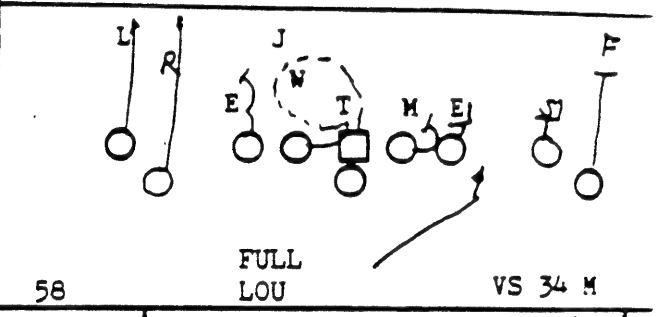
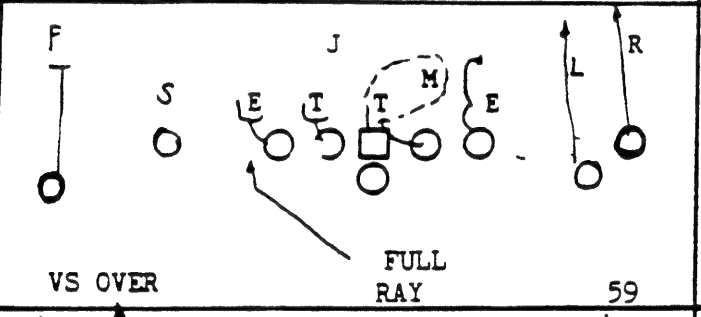
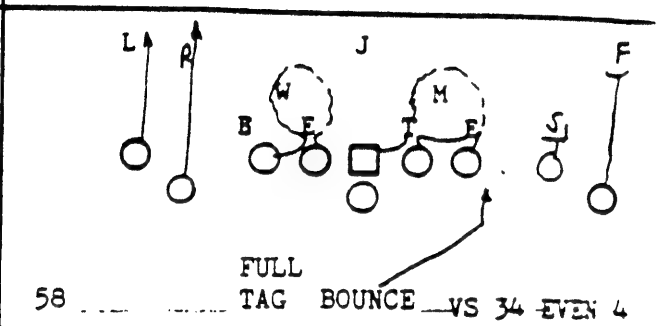
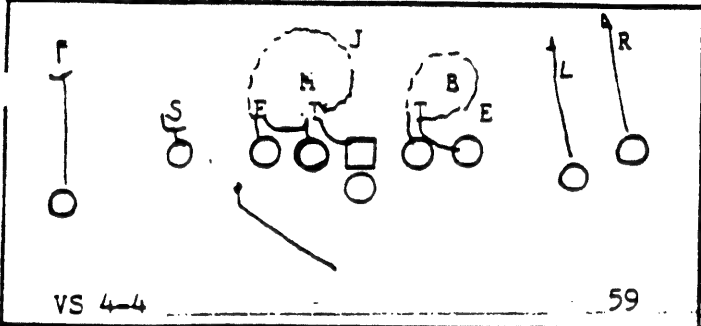
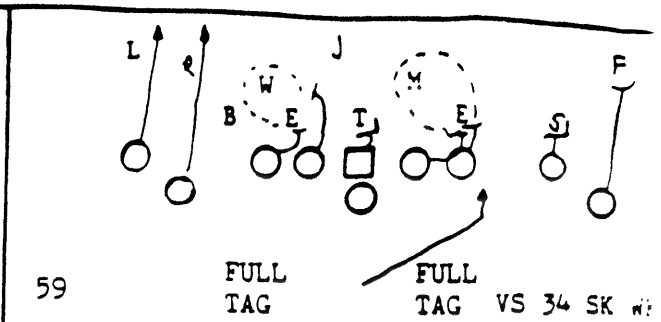
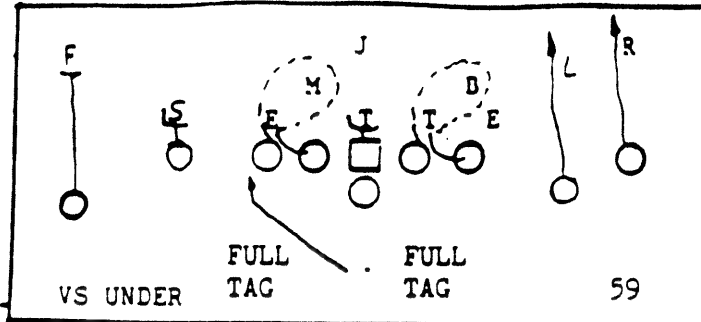
OFG FULL AND WEDGE SLIP PRINCIPLES
LOU OR RAY, HOOK, TAG, LOAD

OFT FULL AND WEDGE SLIP PRINCIPLES

BLOCKING VARIATIONS PLUS CALL ALL
LINE AND Y BLOCK 1st 6 DEFENDERS TO

PLAY 59/58

PLAY 58/59



<p>PWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN TO HOLE CALLED 2. SPRINT & HAND OFF AS DEEP AS POSSIBLE 3. CONTINUE ROLLOUT AFTER HANDOFF
<p>OWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	<p>BC</p> <p>SPRINT SPOT - EXPLODE FOR IMAGINTE, FORCE QB TO STRETCH FOR EXCH. POINT, RUN TO DAYLIGHT.</p>
<p>Y VS ZONE - BLOCK STUB OR FRANK VS MAN - RUNOFF</p>	<p>ALERT - THIS WILL BE AN AUD. FOR 18/19 EXPLODE.</p>
<p>PT FULL AND WEDGE SLIP PRINCIPLES</p>	
<p>PG FULL AND WEDGE SLIP PRINCIPLES</p>	<p>RB VS ZONE - BLOCK BUCK VS MAN - RUN OFF</p>
<p>C FULL AND WEDGE SLIP PRINCIPLES</p>	
<p>OFG FULL AND WEDGE SLIP PRINCIPLES</p>	
<p>OFT FULL AND WEDGE SLIP PRINCIPLES</p>	<p>BLOCKING VARIATIONS PLUS CALL - ALL LINEMEN BLOCK 1st 5 DEFENDERS TO PLAYSIDE</p>

6-7 HOLE

RIDE 17/16 RIDE 17/16 BASE (TO OPEN SIDE)

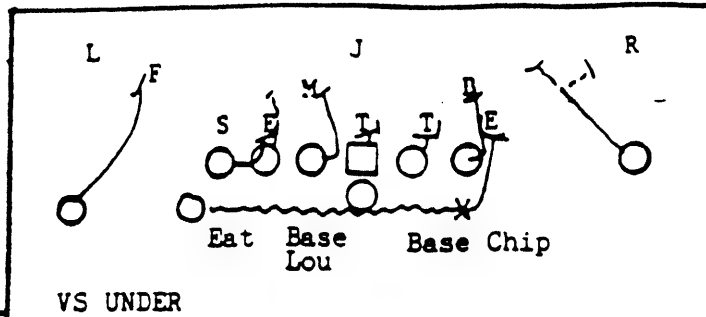
RIDE 16/17 EASY, RIDE 16/17 BASE EASY, RIDE 16/17 BOSS, RIDE 16/17 AWAY

SLANT 47/46 SLANT 46/47 BOSS

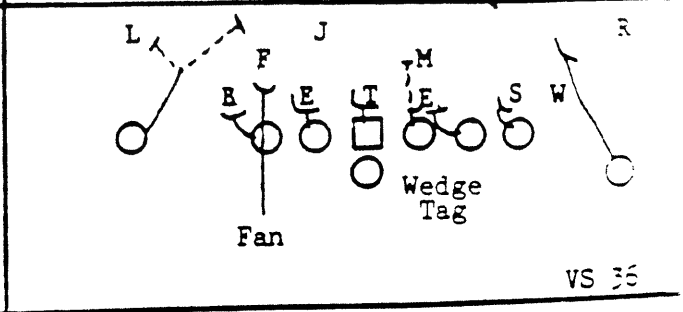
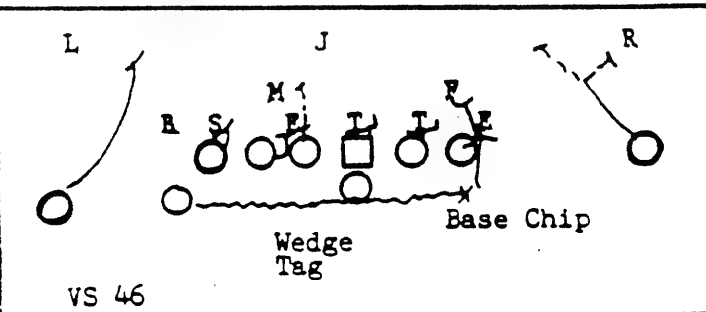
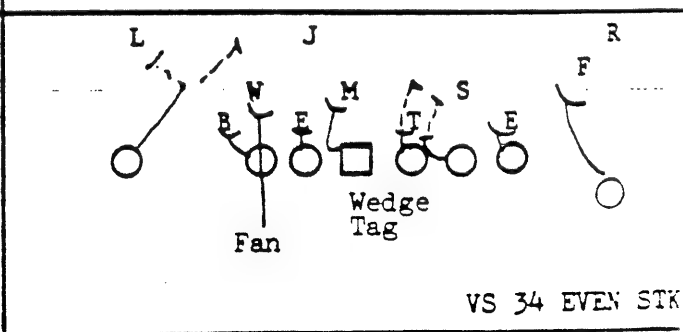
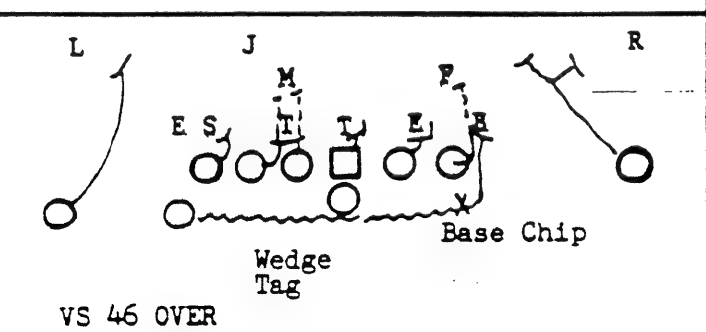
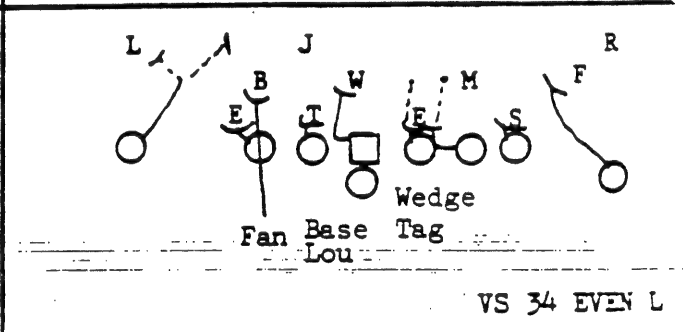
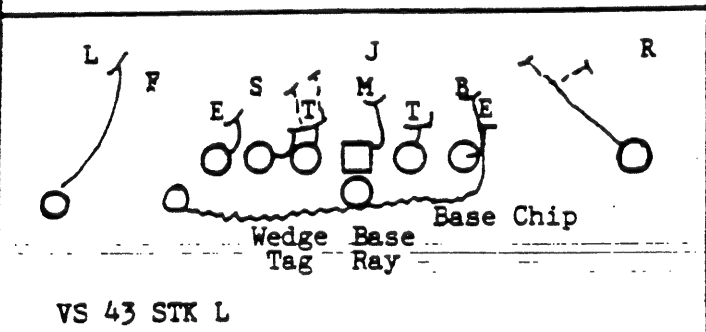
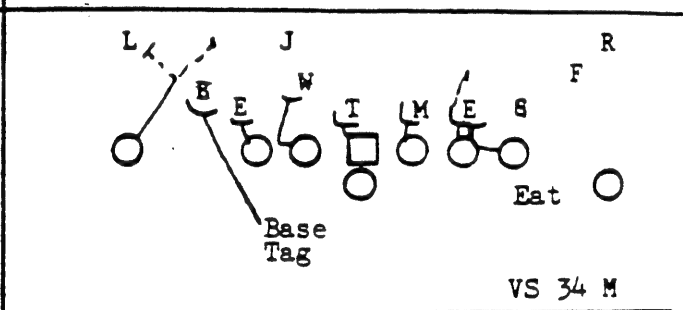
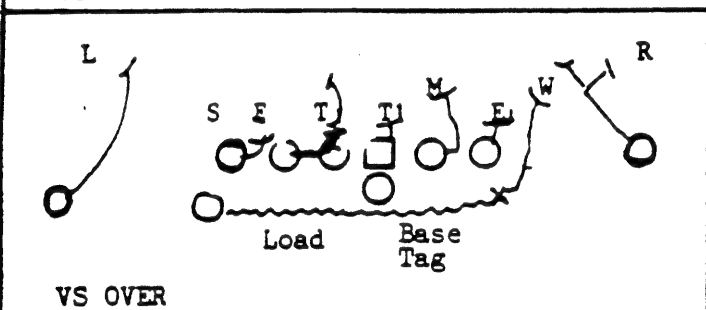
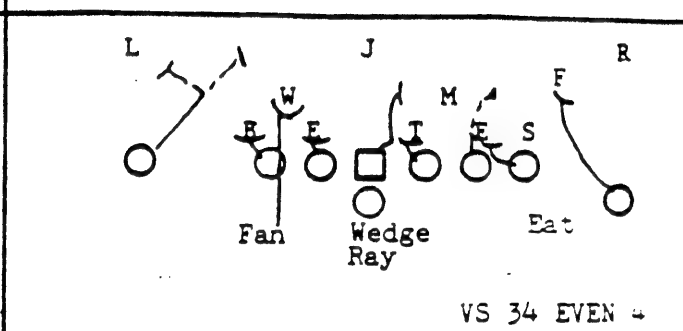
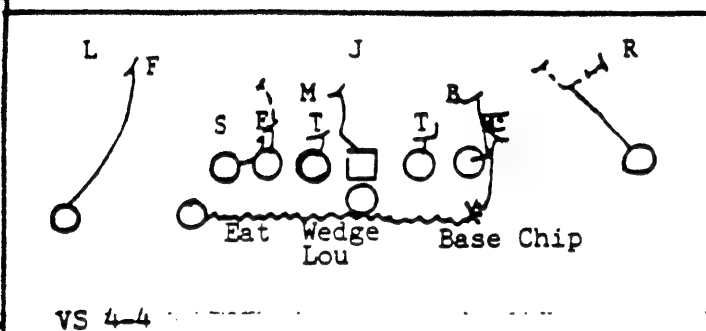
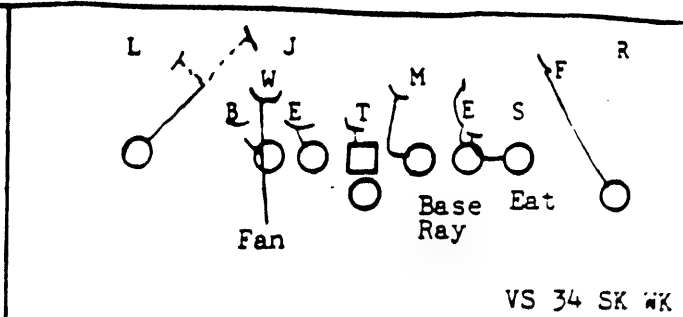
56/57

<p>PWR BLOCK FORCE</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN TO HOLE CALLED 2. SPRINT & HAND OFF AS DEEP AS POSSIBLE 3. FAKE PASS
<p>OWR CUT OFF</p>	<p>BC</p>
<p>Y HOOK, EAT, SIFT, LOAD</p>	<p>ROLL STEP TO OUTSIDE LEG OF P.S.T. ON CROSS OVER YOU SHOULD GAIN GROUND 3RD STEP SHOULD ROLL YOU TO HOLE. KEY P.S.T. BLOCK TO RB'S BLOCK RUN TO DAYLIGHT.</p>
<p>PT</p> <p>BASE AND WEDGE SLIP PRINCIPLES. DRIVE, TAG, (FAN ON R 17) (BASE CHIP ON R 17 BASE)</p>	
<p>PG</p> <p>BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG, LOU OR RAY</p>	<p>RB</p>
<p>C</p> <p>BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU, RAY, LOAD</p>	<p>WHEN MOVEMENT IS CALLED, BLOCK BASE E.M.O.L. VS ALL FRONTS. ALERT TO CHIP WITH P.S.T. WHEN BUCK IS IN "E" POSITION. WHEN RUN FROM HOME POSITION IN BACK FIELD BUTT BLOCK BUCK VS. UNDER BUCK "L" POSITION BLOCK BUCK</p>
<p>OFG</p> <p>BASE AND WEDGE SLIP PRINCIPLES HOOK, RAY OR LOU, TAG, LOAD</p>	<p>VS: SINK PLAYSIDE BLOCK WILL. VS: BEARS LOOK, BLOCK FRANK.</p>
<p>OFT</p> <p>BASE AND WEDGE SLIP PRINCIPLES HOOK, TAG, EAT, LOAD</p>	<p>NOTE - BUCK IN 2 GAP BLOCK WILL BLOCKING VARIATIONS</p>

PLAY RIDE 16 BASE

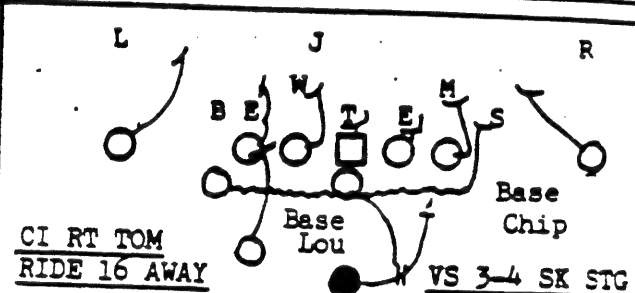
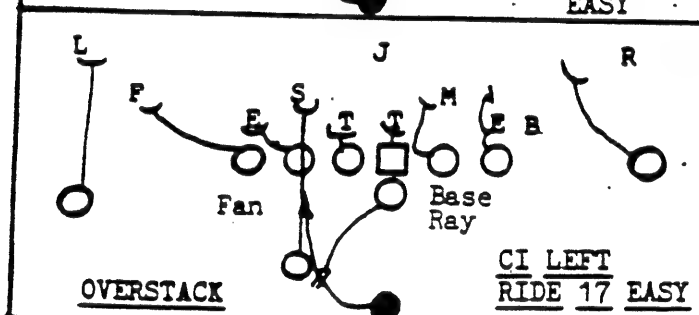
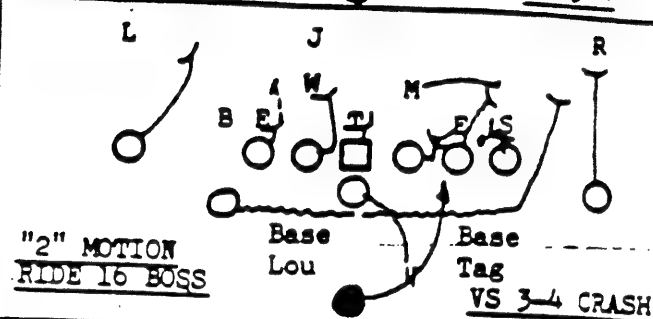
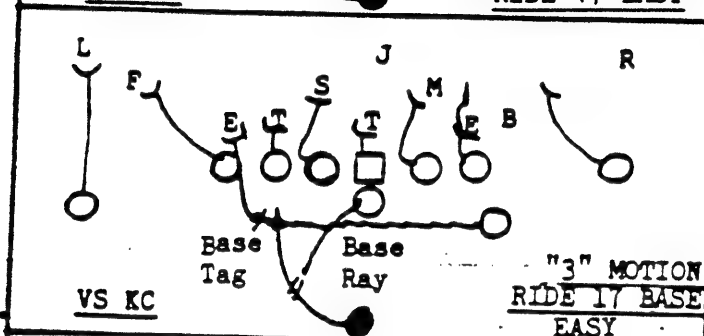
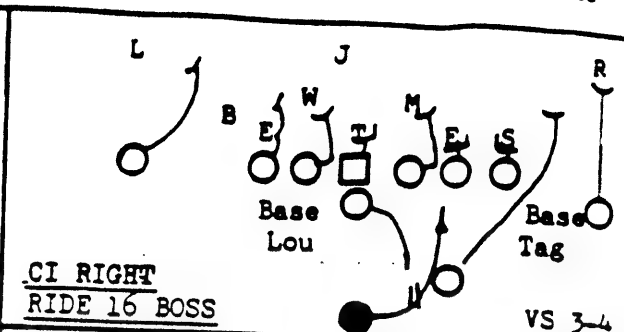
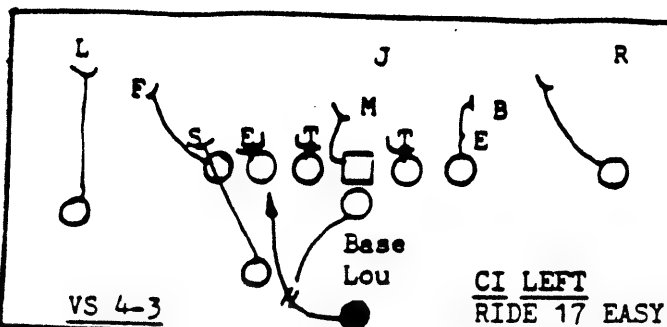


PLAY RIDE 17



PLAY RIDE 17/ RIDE 17 BASE (EASY)

PLAY RIDE 16 BOSS/ RIDE 16 AWAY



PWR BLOCK 2ND FORCE
ON "AWAY" BLOCK FORCE

QB 1. OPEN TO HOLE CALLED
2. SPRINT & HAND OFF AS DEEP AS
POSSIBLE
3. FAKE PASS

DWR CUT OFF

BC SPRINT SPOT: ROLL STEP TO OUTSIDE
LEG OF P.S.T. GAIN GROUND ON
CROSS OVER. 3RD STEP SHOULD
ROLL YOU TO HOLE. KEY P.S.T.
BLOCK RUN DAYLIGHT.

Y ON EASY, BLOCK FORCE.
ON "BOSS" AND "AWAY",
DRIVE, EAT

PT BASE AND WEDGE SLIP PRINCIPLES
DRIVE, TAG, EAT (CHIP ON BASE)
(FAN ON RIDE 17)

PG BASE AND WEDGE SLIP PRINCIPLES
DRIVE, TAG, LOU

RB WHEN MOTION IS CALLED, BLOCK
BASE. MAN OVER TE. BOSS CALL
BLOCK S/S OR FORCE. HOME
POSITION VS. SINK LOOK P.S. BLOCK
MAC.
HOME POSITION VS. BEARS LOOK
STRONGSIDE BLOCK WILL.
AWAY CALL-WALL BLOCK WITH OT
AWAY FROM CALL

C BASE AND WEDGE SLIP PRINCIPLES
HOOK, LOU, RAY, LOAD

OFG BASE AND WEDGE SLIP PRINCIPLES
HOOK, RAY, TAG, LOAD

OFT BASE AND WEDGE SLIP PRINCIPLES
HOOK, TAG, WALL, LOAD

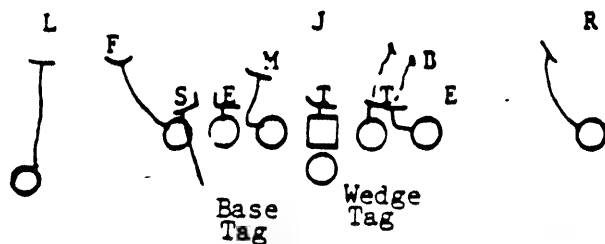
BLOCKING VARIATIONS

PLAY

RIDE 17/ RIDE 17 BASE (EASY)

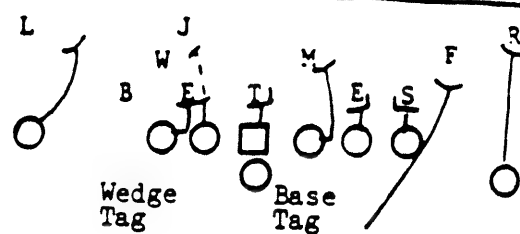
PLAY

RIDE 16 BOSS/ RIDE 16 AWAY

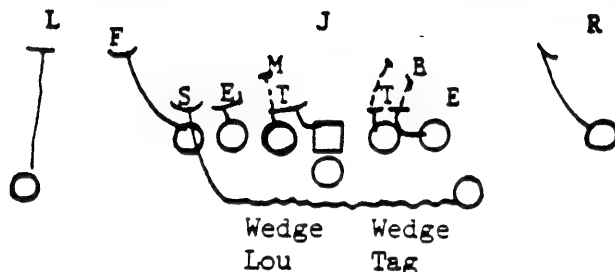


VS UNDER

RIDE 17 EASY

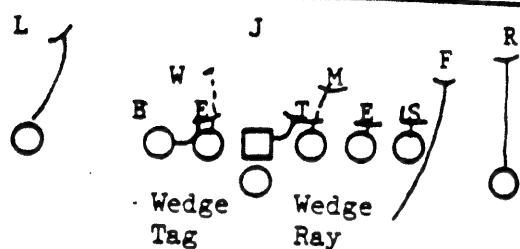


VS 34 SK WK

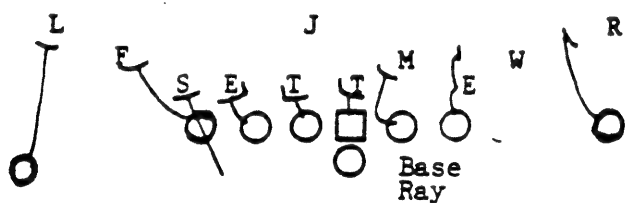


VS 4-4

RIDE 17 BASE EASY

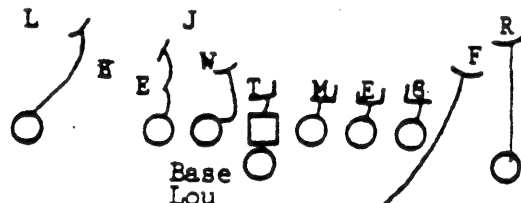


VS 34 EVEN 4

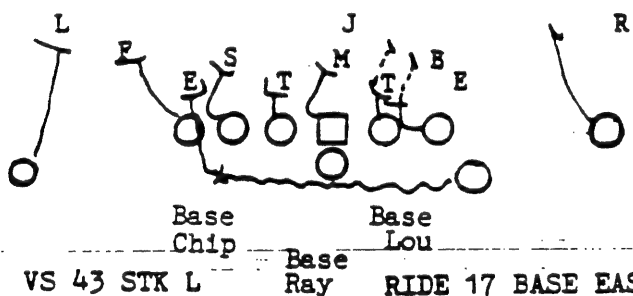


VS OVER

RIDE 17 EASY



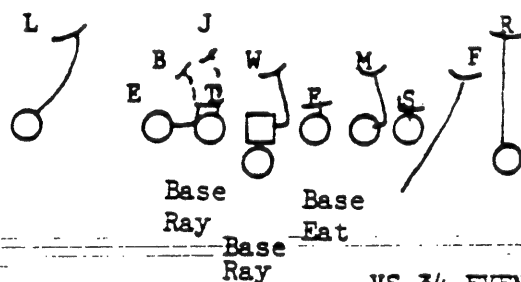
VS 34 M



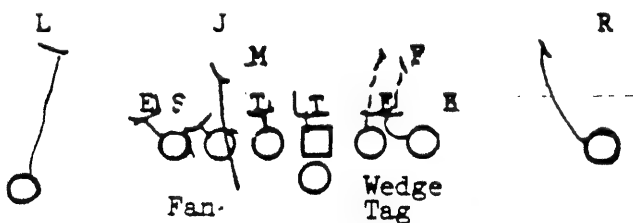
VS 43 STK L

Base Ray

RIDE 17 BASE EASY

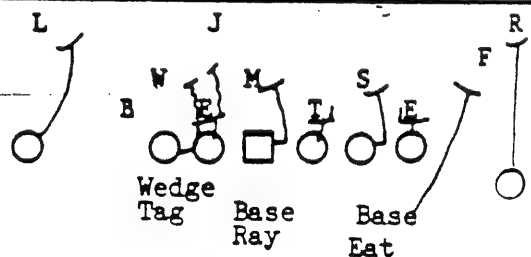


VS 34 EVEN L

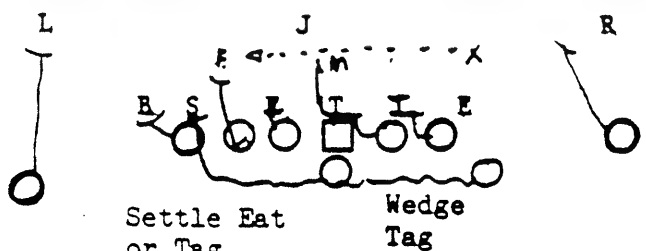


VS 46 OVER

RIDE 17 EASY

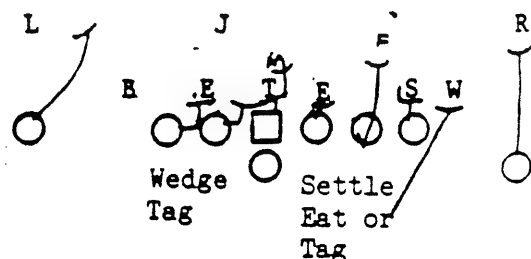


VS 34 EVEN STK



VS 46

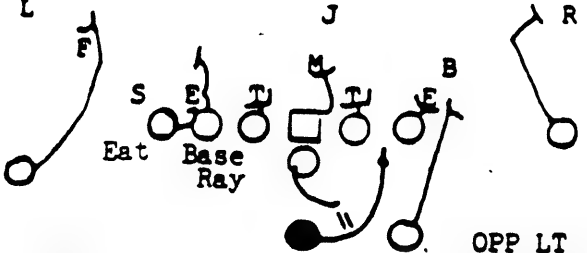
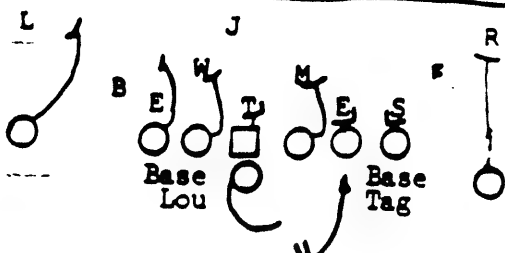
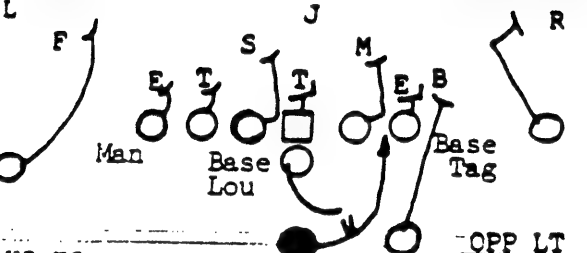
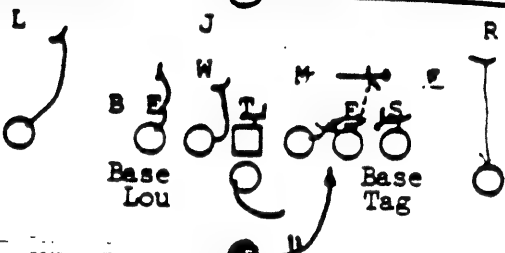
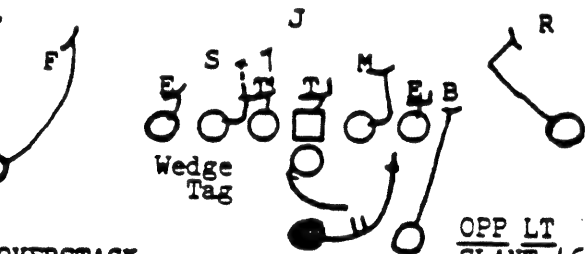
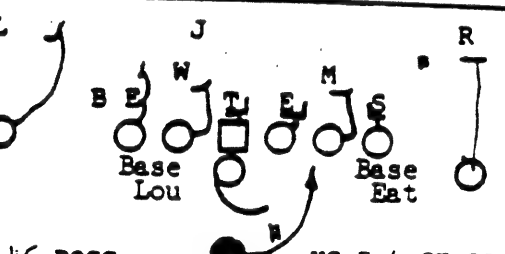
RIDE 17 BASE EASY



VS 36

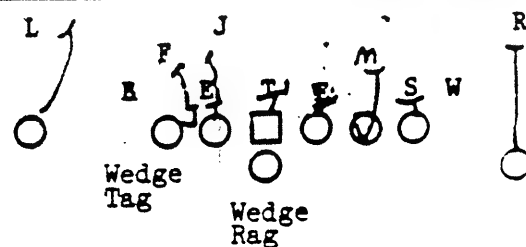
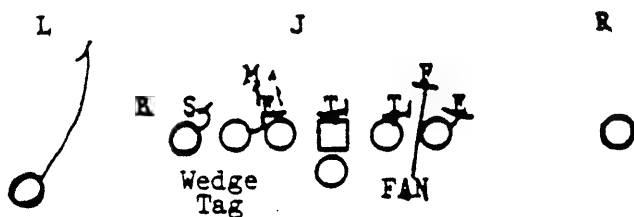
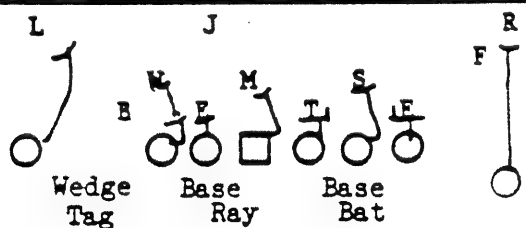
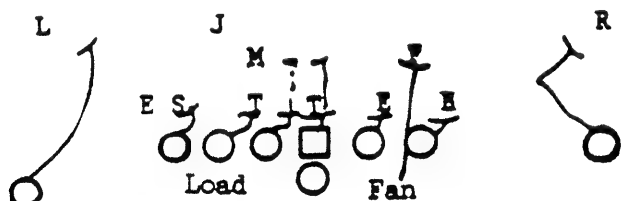
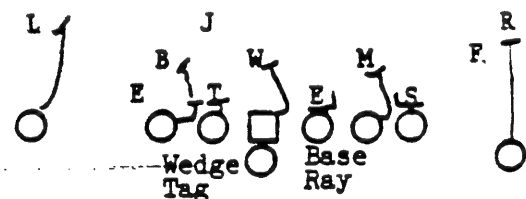
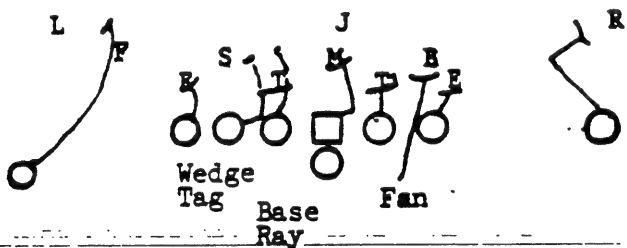
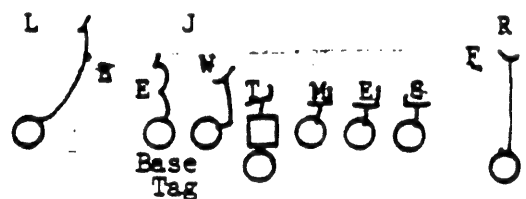
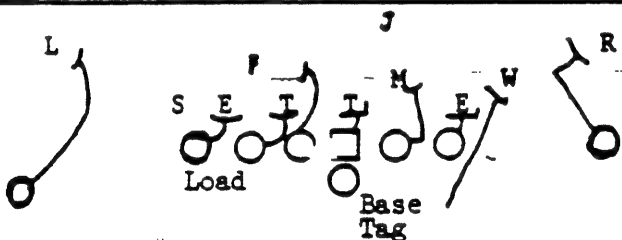
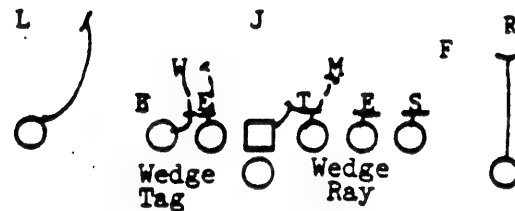
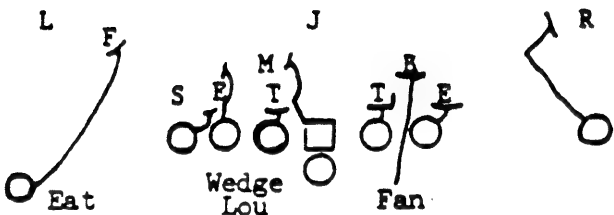
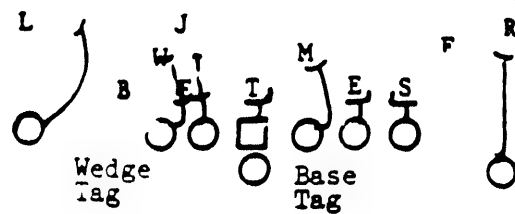
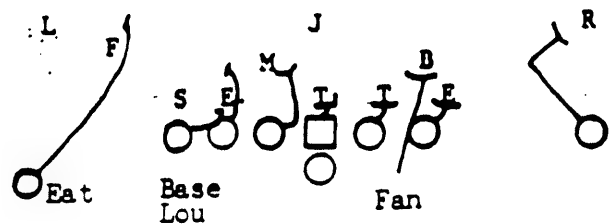
PLAY SLANT 46 (TO OPEN END)

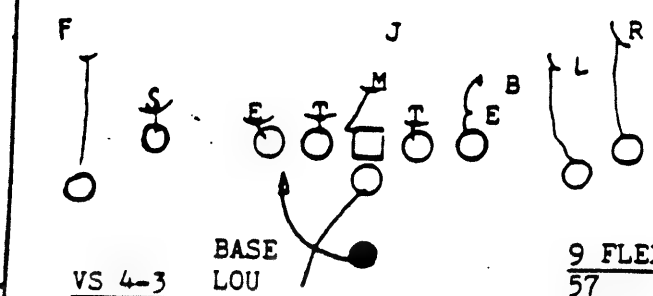
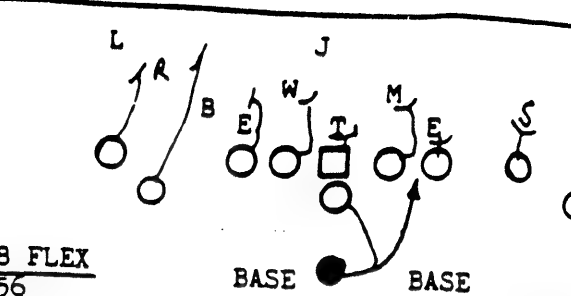
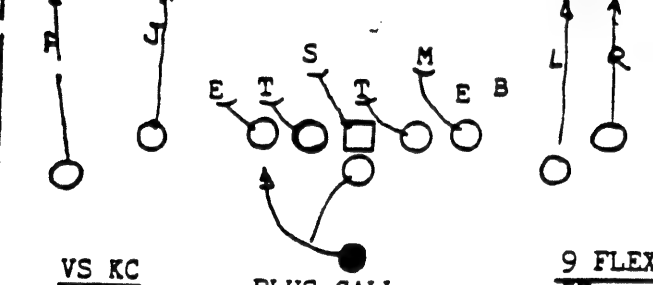
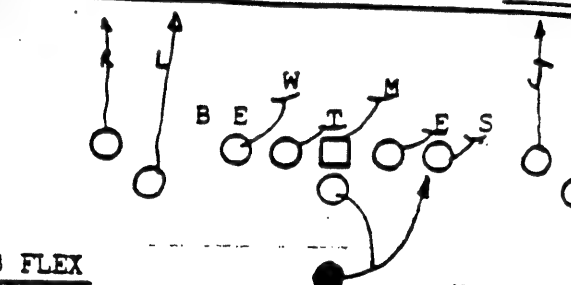
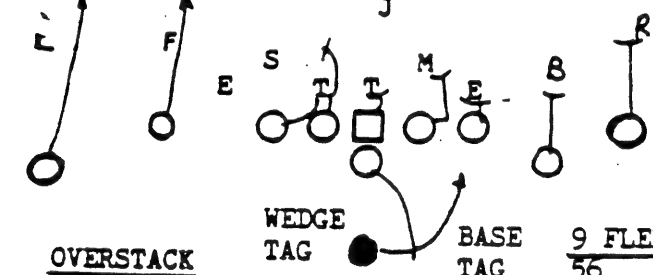
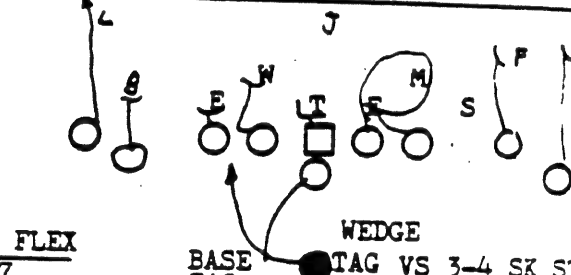
PLAY SLANT 46 BOSS

 <p>VS 4-3</p> <p>OPP LT SLANT 46</p>	 <p>I RT SLANT 46 BOSS</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>OPP LT SLANT 46</p>	 <p>I RT SLANT 46 BOSS</p> <p>VS 3-4 CRAS</p>
 <p>OVERSTACK</p> <p>OPP LT SLANT 46</p>	 <p>I RT SLANT 46 BOSS</p> <p>VS 3-4 SK STC</p>
PWR BLOCK FORCE	<p>QB</p> <ol style="list-style-type: none"> 1. REVERSE PIVOT. MEET B.C. DEEP AS POSSIBLE. 2. THROW SHOULDERS IN PIVOTING 3. FAKE PASS AFTER HANDOFF
OWR CUT OFF	<p>BC</p> <p>SPRINT SPOT: ROLL TO OUTSIDE LEG OF P.S.T. ON CROSS-OVER GAIN GROUND KEY P.S.T.'s BLOCK</p>
Y EAT, HOOK, SIFT. ON BOSS - DRIVE, BASE EAT	<p>NOTE: YOUR ALIGNMENT IS 5 YDS DEEP BEHIND QB.</p>
PT BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG, (FAN ON SLANT 47/46)	
PG BASE AND WEDGE SLIP PRINCIPLES DRIVE, LOU OR RAY, TAG	<p>RB</p> <p>LEAD STEP: BUTT BLOCK BUCK, SUSTAIN. DO NOT CUT A DOGGING BACKER, VS BUCK IN "L" POSITION GO THROUGH FOR BUCK.</p>
C BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU, RAY, LOAD	<p>VS 34 UNDER BLK WILL.</p>
OFG BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU OR RAY, TAG, LOAD	<p>I FORMATION: TOSS 46 BOSS, FAKE TOSS ACTION HARD</p>
OFT BASE AND WEDGE SLIP PRINCIPLES TAG, EAT, LOAD	BLOCKING VARIATIONS

PLAY SLANT 46 (TO OPEN END)

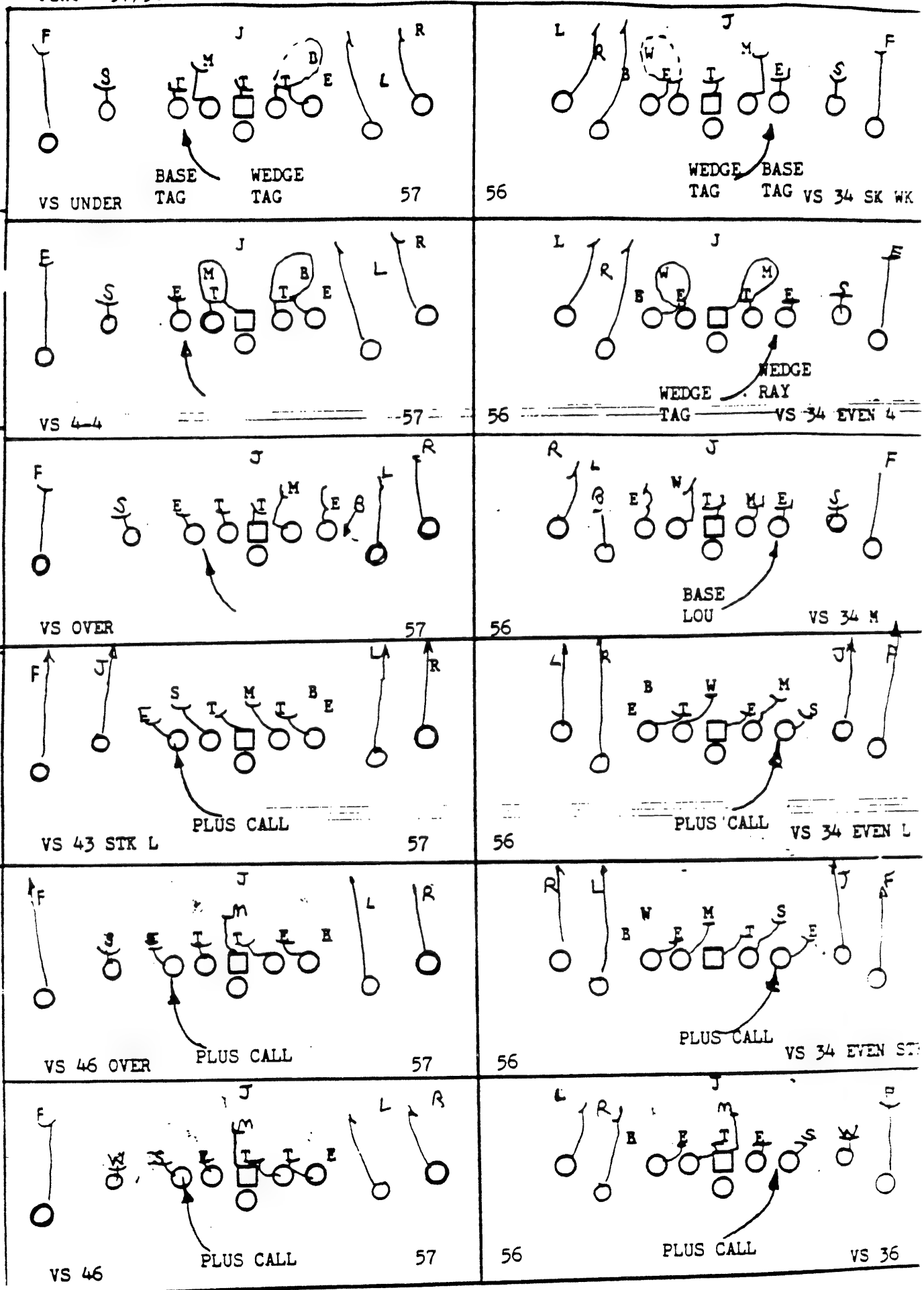
PLAY SLANT 46 BOSS



 <p>VS 4-3 BASE LOU 9 FLEX 57</p>	 <p>8 FLEX 56 BASE LOU BASE TAG VS 3-4</p>
 <p>VS KC PLUS CALL 9 FLEX 57</p>	 <p>8 FLEX 56 PLUS CALL VS 3-4 CRAS</p>
 <p>OVERSTACK WEDGE TAG BASE TAG 9 FLEX 56</p>	 <p>8 FLEX 57 BASE TAG WEDGE TAG VS 3-4 SK STG</p>
<p>PWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN TO HOLE CALLED 2. SPRINT & HAND OFF AS DEEP AS POSSIBLE 3. FAKE PASS
<p>OWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	<p>BC</p> <p>ROLL STEP TO OUTSIDE LEG OF PLAYSIDE TACKLE, ON CROSS OVER YOU SHOULD LEVEL INTO HOLE, THIS PLAY MAY BREAK INSIDE OR OUTSIDE. THIS IS A RUN TO DAYLIGHT PLAY.</p>
<p>Y VS ZONE - BLOCK STUB FRANK VS MAN - RUN OFF</p>	<p>ALERT AS AN AUDIBLE.</p>
<p>PT BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>PG BASE AND WEDGE SLIP PRINCIPLES</p>	<p>RB VS ZONE - BLOCK BUC VS MAN - RUN OFF</p>
<p>C BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>OFG BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>OFT BASE AND WEDGE SLIP PRINCIPLES</p>	<p>BLOCKING VARIATIONS PLUS CALL - ALL LINEMEN BLOCK 1st 5 LINEMEN TO</p>

PLAY 57/56

PLAY 56/57



4-5 HOLE

DIVE 24/25 DIVE 24/25 AWAY

DIVE 25/24 (TO OPEN END)

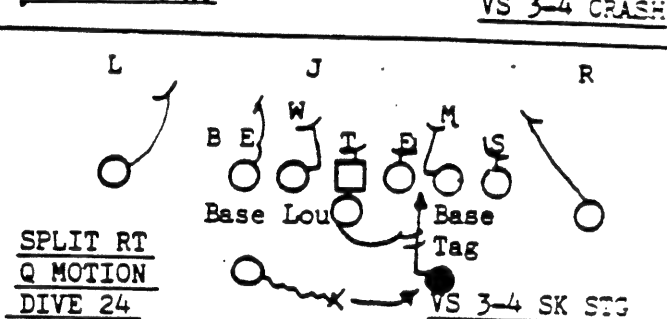
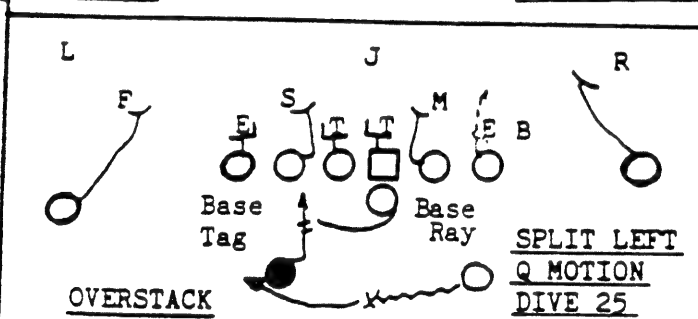
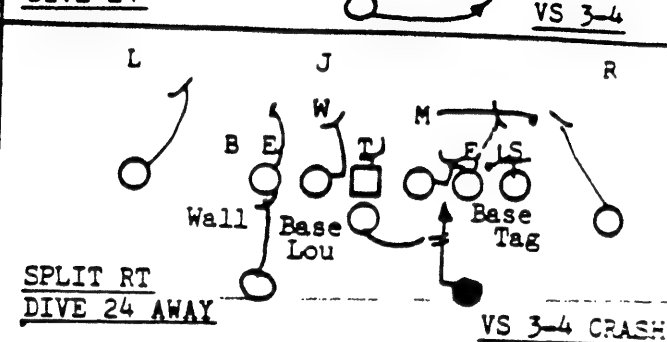
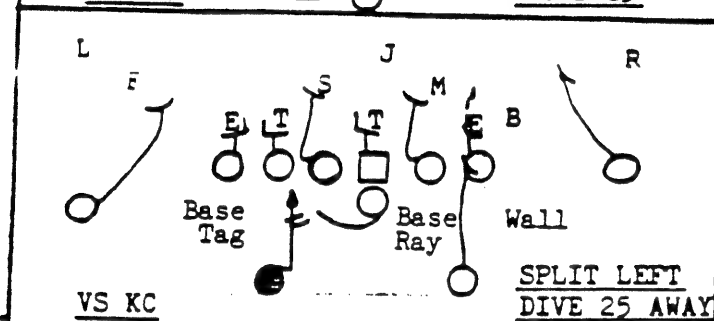
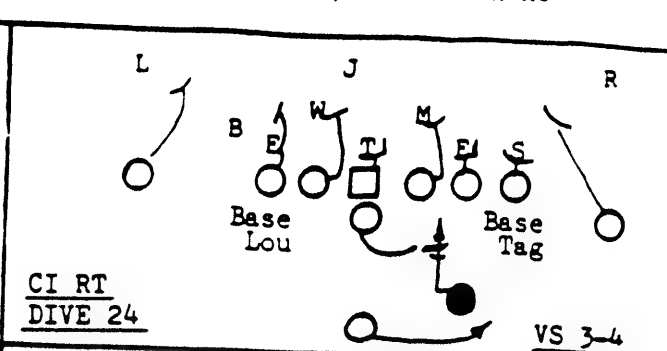
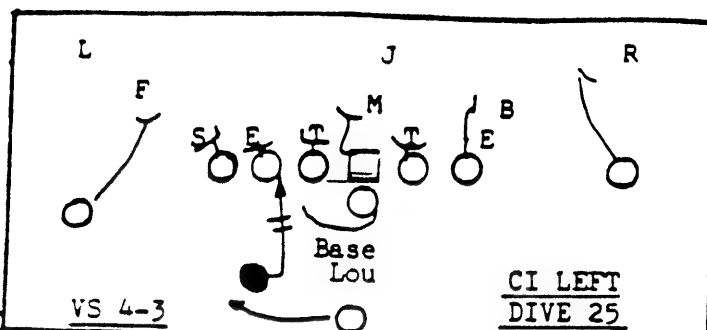
FLOW 14/15 INFLUENCE FLOW 34/35 INFLUENCE

SLANT 44/45

1
 2
 3
 4
 5
 6
 7
 8
 9
 10
 11
 12
 13
 14
 15
 16
 17
 18
 19
 20
 21
 22
 23
 24
 25
 26
 27
 28
 29
 30
 31
 32
 33
 34
 35
 36
 37
 38
 39
 40
 41
 42
 43
 44
 45
 46
 47
 48
 49
 50
 51
 52
 53
 54
 55
 56
 57
 58
 59
 60
 61
 62
 63
 64
 65
 66
 67
 68
 69
 70
 71
 72
 73
 74
 75
 76
 77
 78
 79
 80
 81
 82
 83
 84
 85
 86
 87
 88
 89
 90
 91
 92
 93
 94
 95
 96
 97
 98
 99
 100
 101
 102
 103
 104
 105
 106
 107
 108
 109
 110
 111
 112
 113
 114
 115
 116
 117
 118
 119
 120
 121
 122
 123
 124
 125
 126
 127
 128
 129
 130
 131
 132
 133
 134
 135
 136
 137
 138
 139
 140
 141
 142
 143
 144
 145
 146
 147
 148
 149
 150
 151
 152
 153
 154
 155
 156
 157
 158
 159
 160
 161
 162
 163
 164
 165
 166
 167
 168
 169
 170
 171
 172
 173
 174
 175
 176
 177
 178
 179
 180
 181
 182
 183
 184
 185
 186
 187
 188
 189
 190
 191
 192
 193
 194
 195
 196
 197
 198
 199
 200
 201
 202
 203
 204
 205
 206
 207
 208
 209
 210
 211
 212
 213
 214
 215
 216
 217
 218
 219
 220
 221
 222
 223
 224
 225
 226
 227
 228
 229
 230
 231
 232
 233
 234
 235
 236
 237
 238
 239
 240
 241
 242
 243
 244
 245
 246
 247
 248
 249
 250
 251
 252
 253
 254
 255
 256
 257
 258
 259
 260
 261
 262
 263
 264
 265
 266
 267
 268
 269
 270
 271
 272
 273
 274
 275
 276
 277
 278
 279
 280
 281
 282
 283
 284
 285
 286
 287
 288
 289
 290
 291
 292
 293
 294
 295
 296
 297
 298
 299
 300
 301
 302
 303
 304
 305
 306
 307
 308
 309
 310
 311
 312
 313
 314
 315
 316
 317
 318
 319
 320
 321
 322
 323
 324
 325
 326
 327
 328
 329
 330
 331
 332
 333
 334
 335
 336
 337
 338
 339
 340
 341
 342
 343
 344
 345
 346
 347
 348
 349
 350
 351
 352
 353
 354
 355
 356
 357
 358
 359
 360
 361
 362
 363
 364
 365
 366
 367
 368
 369
 370
 371
 372
 373
 374
 375
 376
 377
 378
 379
 380
 381
 382
 383
 384
 385
 386
 387
 388
 389
 390
 391
 392
 393
 394
 395
 396
 397
 398
 399
 400
 401
 402
 403
 404
 405
 406
 407
 408
 409
 410
 411
 412
 413
 414
 415
 416
 417
 418
 419
 420
 421
 422
 423
 424
 425
 426
 427
 428
 429
 430
 431
 432
 433
 434
 435
 436
 437
 438
 439
 440
 441
 442
 443
 444
 445
 446
 447
 448
 449
 450
 451
 452
 453
 454
 455
 456
 457
 458
 459
 460
 461
 462
 463
 464
 465
 466
 467
 468
 469
 470
 471
 472
 473
 474
 475
 476
 477
 478
 479
 480
 481
 482
 483
 484
 485
 486
 487
 488
 489
 490
 491
 492
 493
 494
 495
 496
 497
 498
 499
 500
 501
 502
 503
 504
 505
 506
 507
 508
 509
 510
 511
 512
 513
 514
 515
 516
 517
 518
 519
 520
 521
 522
 523
 524
 525

PLAY DIVE 25 / DIVE 25 AWAY

PLAY DIVE 24 / DIVE 24 AWAY



PWR BLOCK FORCE

QB 1. REVERSE PIVOT
2. FAKE PASS

OWR CUT OFF

BC SPRINT SPOT: OUTSIDE LEG OF P.S.G.
LEAD STEP TO ALLOW QB TO GET
AROUND ON PIVOT. KEY P.S.G. AREA,
TO NOSE VS ODD.
RUN TO DAYLIGHT

Y DRIVE BLOCK

PT BASE AND WEDGE SLIP PRINCIPLES
DRIVE, TAG

PG BASE AND WEDGE SLIP PRINCIPLES
DRIVE, TAG, LOU OR RAY

C BASE AND WEDGE SLIP PRINCIPLES
HOOK, LOU, RAY, LOAD

OFG BASE AND WEDGE SLIP PRINCIPLES
HOOK, LOU OR RAY, TAG, LOAD

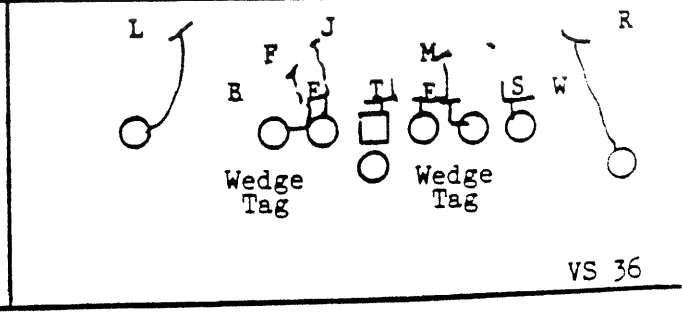
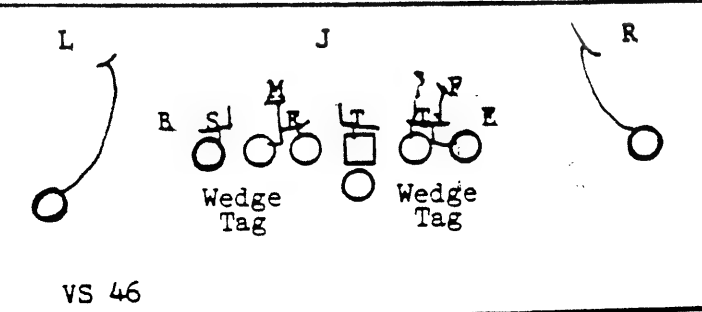
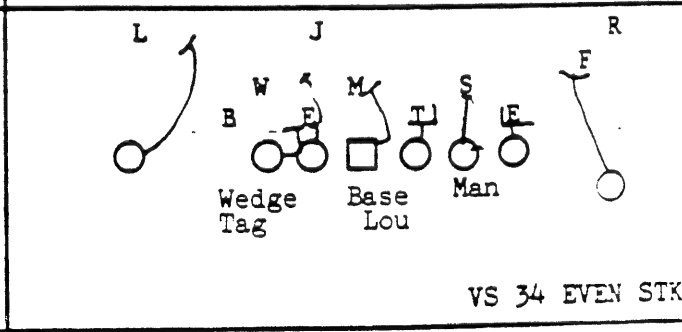
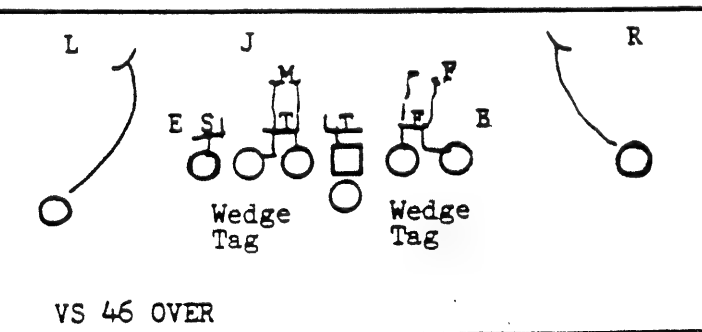
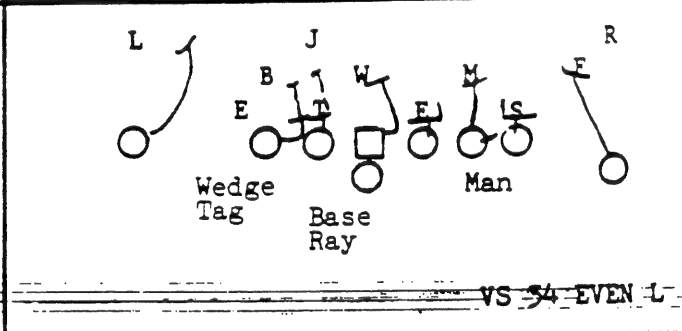
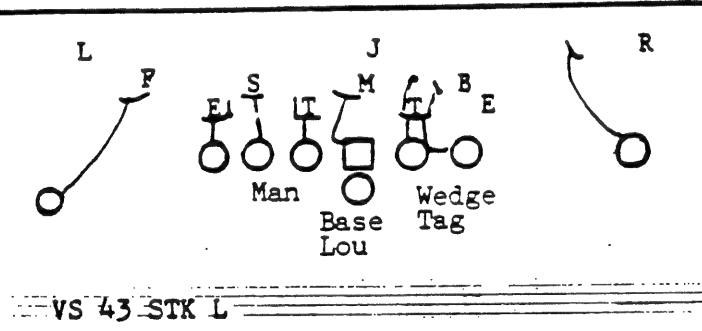
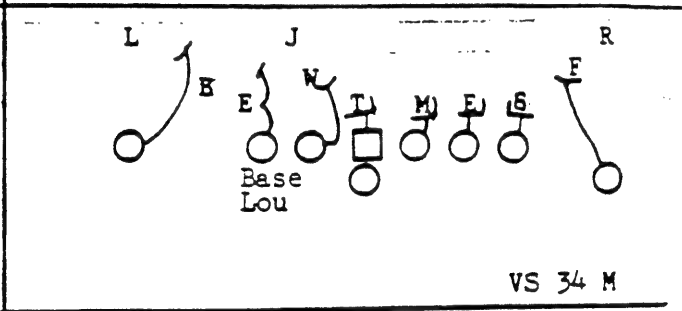
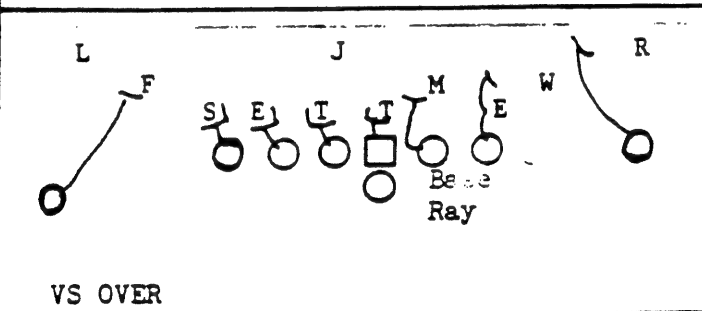
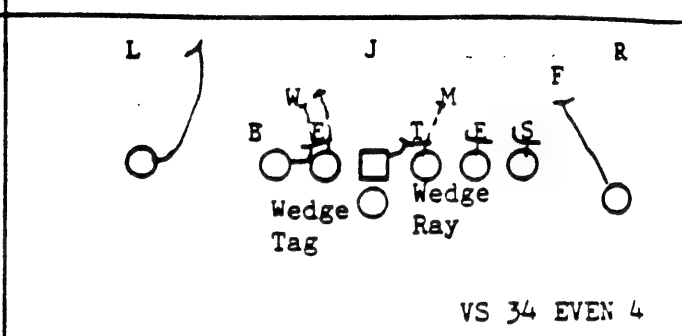
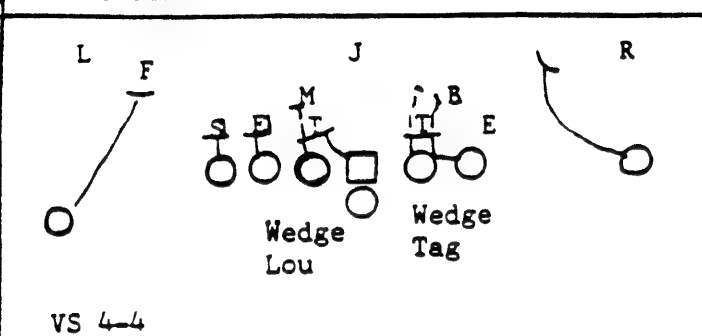
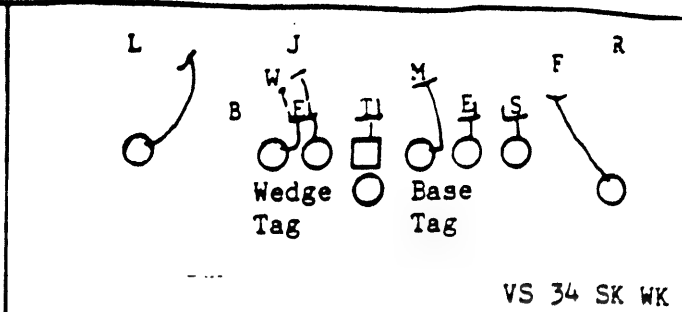
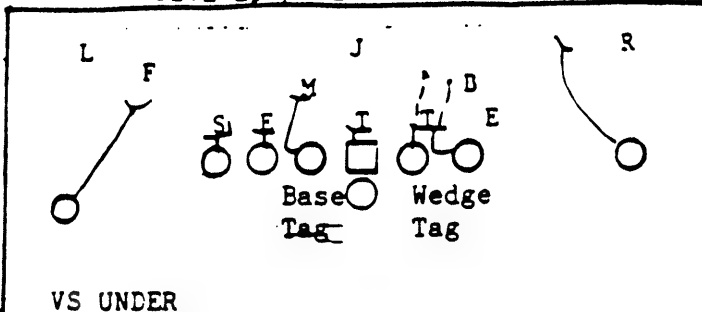
OFT BASE AND WEDGE SLIP PRINCIPLES
TAG, WALL, LOAD

RB AWAY CALL: WALL BLOCK WITH O.T.
AWAY FROM CALL.
USE GOOD WALL TECHNIQUE BECAUSE
BALL MAY BREAK ACROSS FORMATION.
NO AWAY CALL. FLOW HARD PLAYSIDE
TO INFLUENCE BACKERS

BLOCKING VARIATIONS

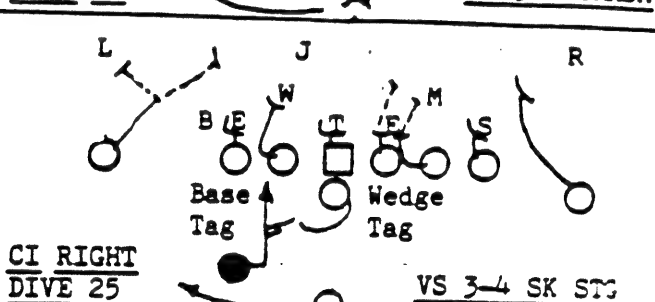
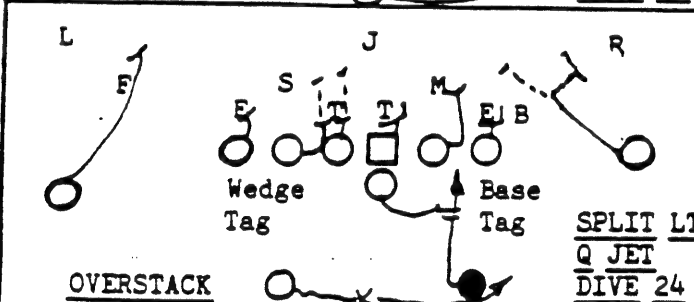
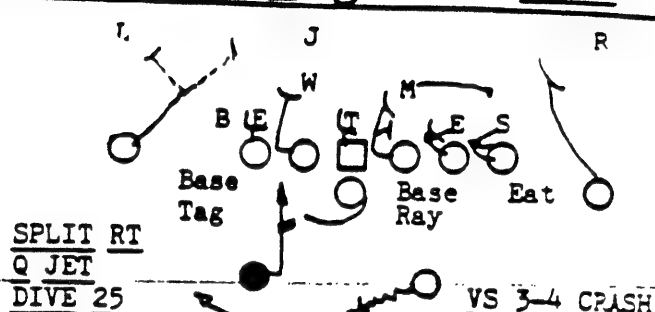
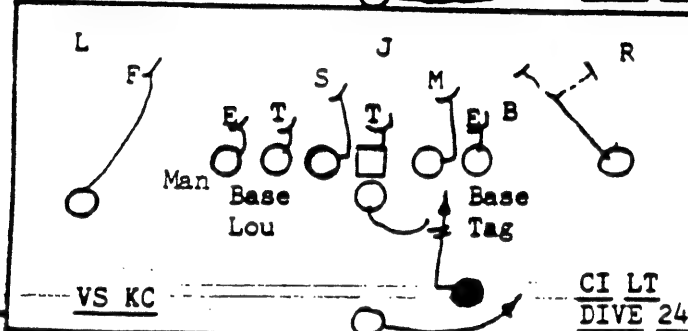
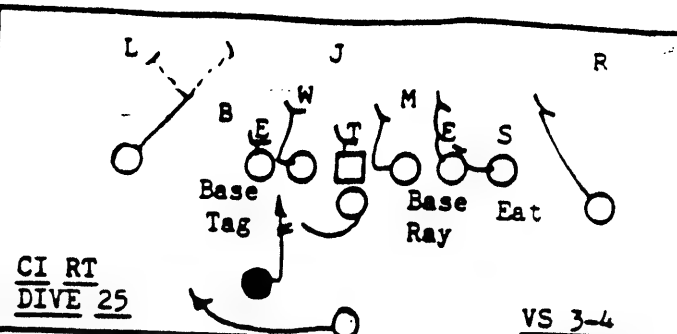
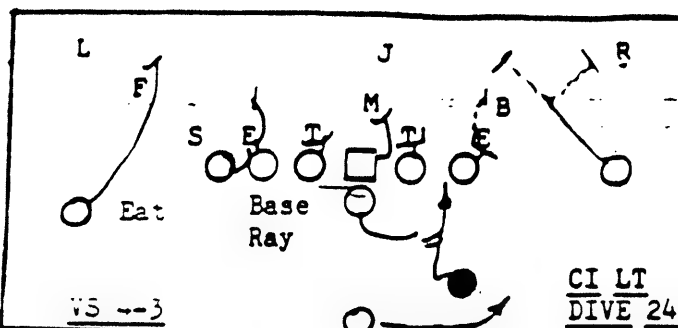
PLAY DIVE 25 / DIVE 25 AWAY

PLAY DIVE 24 / DIVE 24 AWAY



PLAY DIVE 24 (TO OPEN END)

PLAY DIVE 25 (TO OPEN END)



PWR BLOCK FORCE

QB 1. REVERSE PIVOT
2. FAKE PASS

OWR CUT OFF

BC SPRINT SPOT, OUTSIDE LEG OF P.S.G.
LEAD STEP, TO ALLOW QB TO GET
AROUND ON PIVOT, KEY P.S.G. AREA
TO NOSE VS ODD. BUCK IS UNBLOCKED.

Y HOOK, EAT, LOAD, SIFT

PT BASE AND WEDGE SLIP PRINCIPLES
DRIVE, TAG

PG BASE AND WEDGE SLIP PRINCIPLES
DRIVE, TAG, LOU OR RAY

C BASE AND WEDGE SLIP PRINCIPLES
HOOK, LOU, RAY

OFG BASE AND WEDGE SLIP PRINCIPLES
HOOK, LOU OR RAY, TAG, LOAD

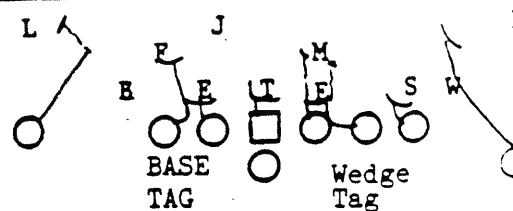
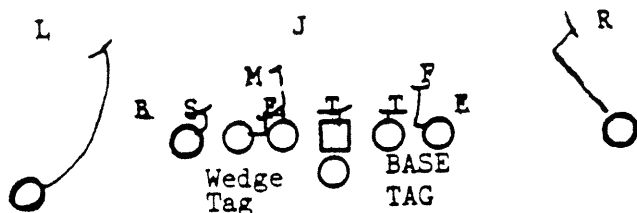
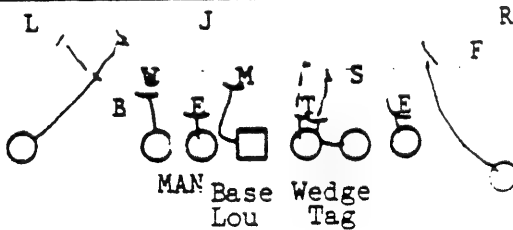
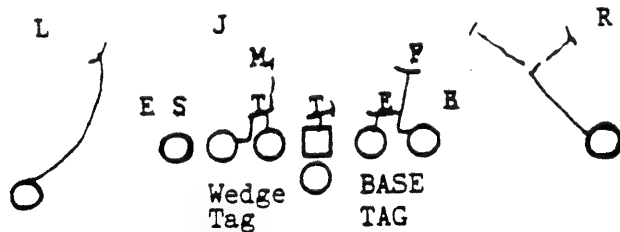
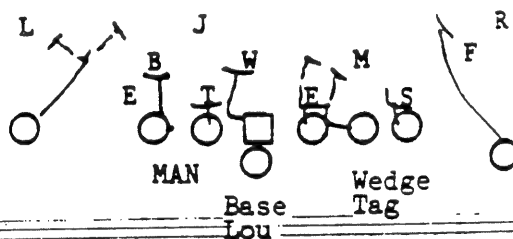
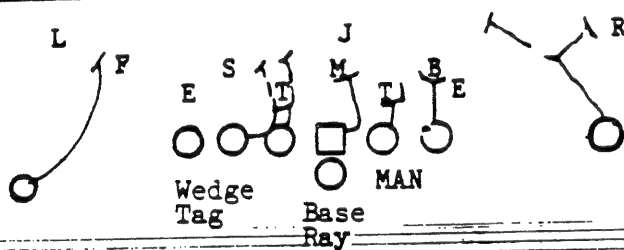
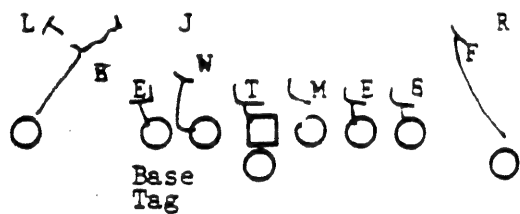
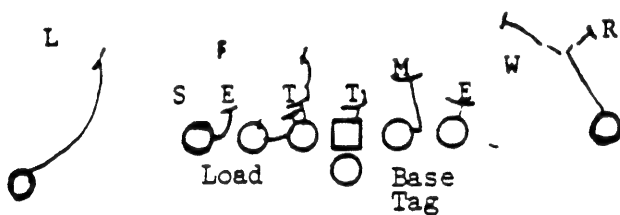
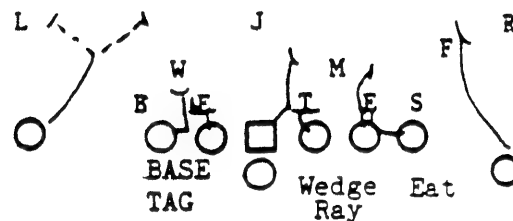
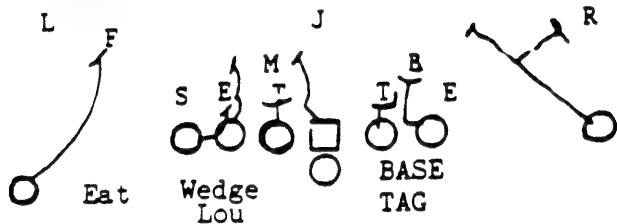
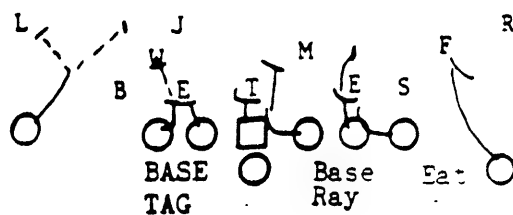
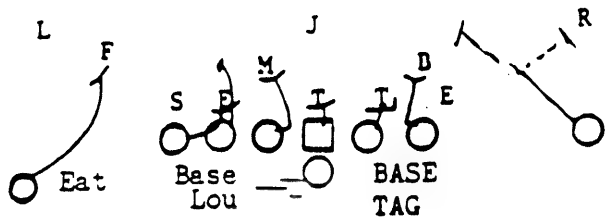
OFT BASE AND WEDGE SLIP PRINCIPLES
TAG, LOAD, EAT, HOOK

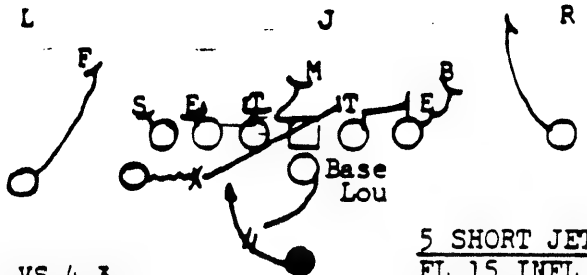
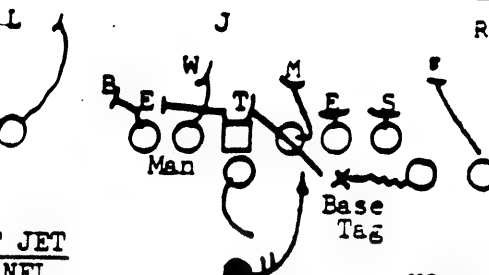
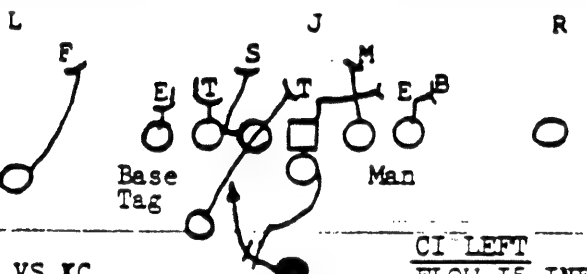
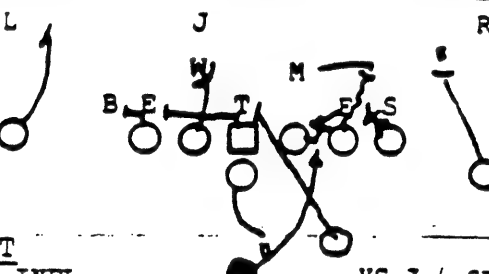
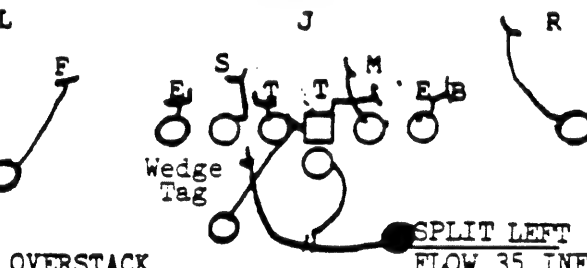
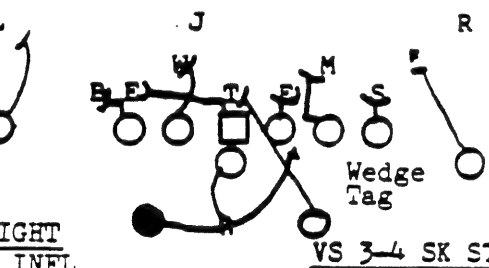
RB FLOW HARD ON TOSS ACTION TO CALL
SIDE, MAKE TOKEN TOSS FAKE,
3 POSITION ALERT QB JET
CALL. A GOOD FAKE IS VERY
IMPORTANT TO INFLUENCE BUCK.
HE IS UNBLOCKED.

BLOCKING VARIATIONS

PLAY DIVE 24 (TO OPEN END)

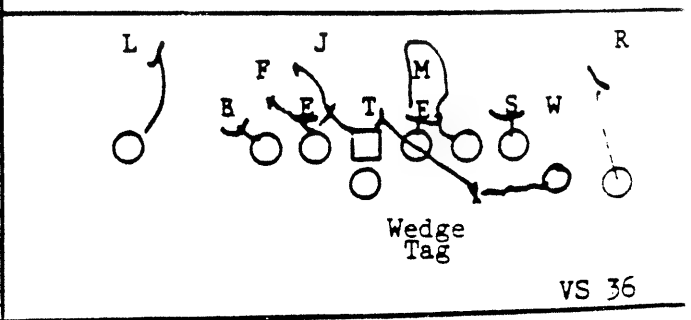
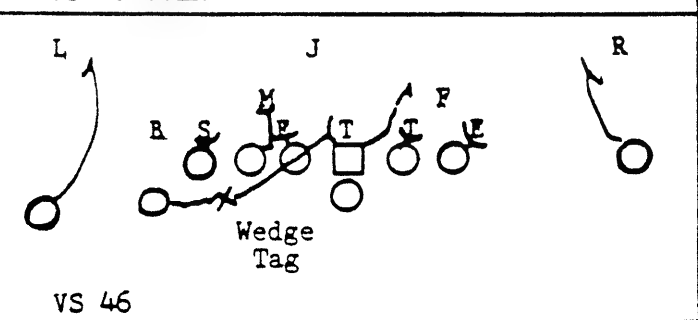
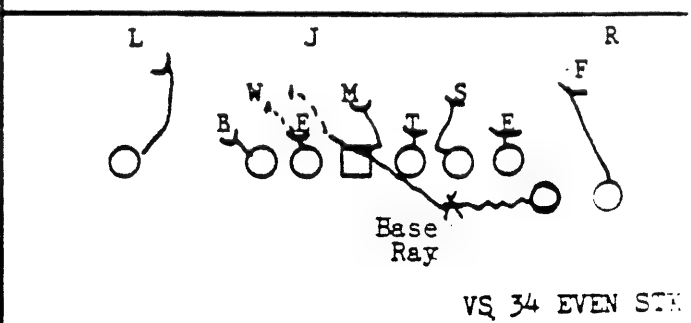
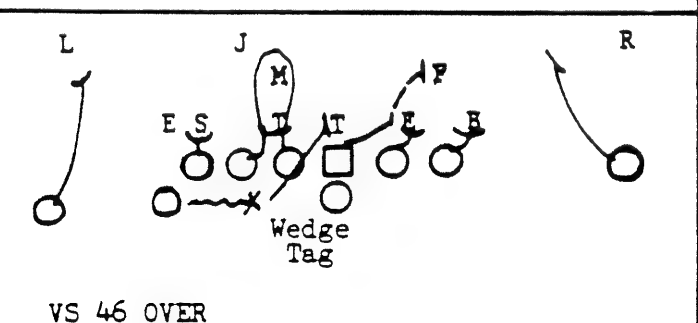
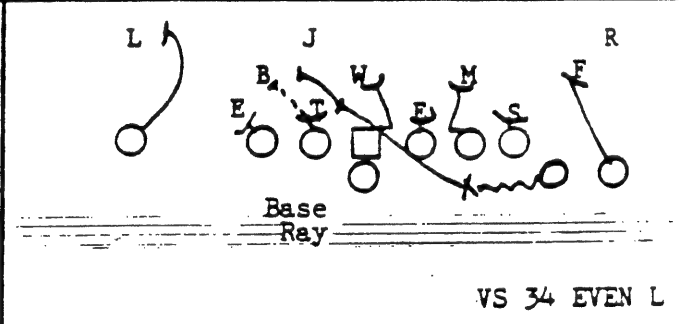
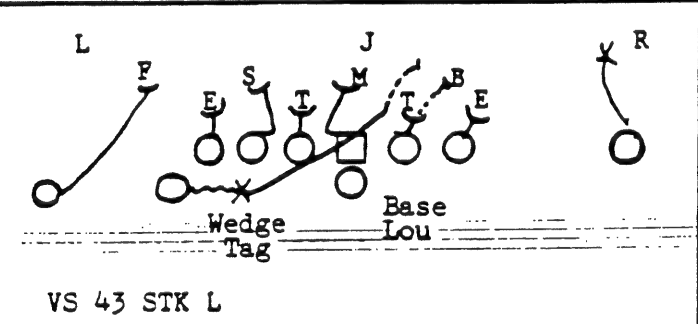
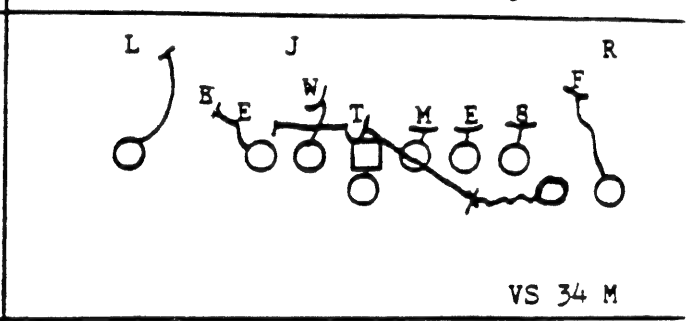
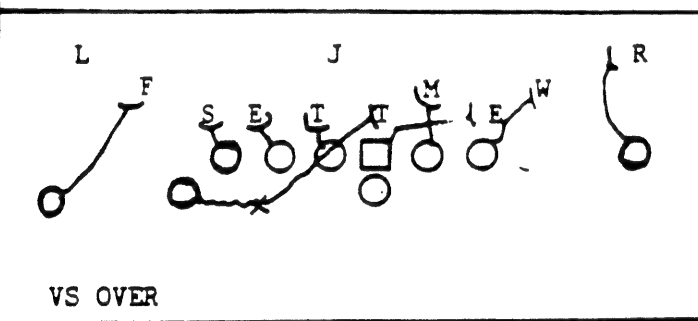
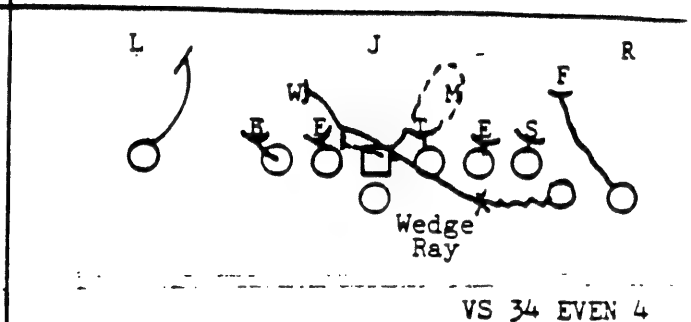
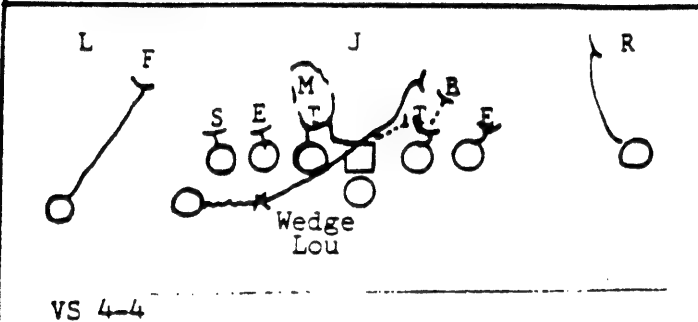
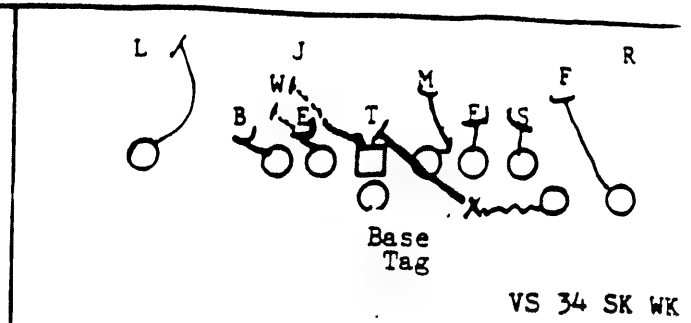
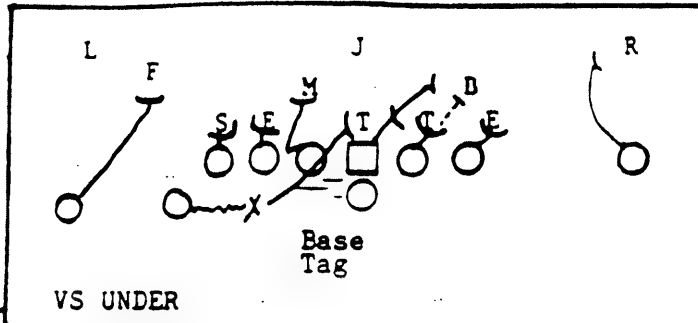
PLAY DIVE 25 (TO OPEN END)



 <p>VS 4-3</p> <p>5 SHORT JET FL 15 INFL</p>	 <p>4 SHORT JET FL 14 INFL</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>CI LEFT FLOW 15 INFL</p>	 <p>CI RIGHT FLOW 14 INFL</p> <p>VS 3-4 CPA</p>
 <p>OVERSTACK</p> <p>SPLIT LEFT FLOW 35 INFL</p>	 <p>SPLIT RIGHT FLOW 34 INFL</p> <p>VS 3-4 SK STG</p>
<p>PWR BLOCK FORCE</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN TO BALL CARRIER 2. FAKE WAGGLE
<p>OWR CUT OFF</p>	<p>BC</p> <p>SPRINT SPOT-SHORT ROLL STEP AT TAIL OF CALL SIDE GUARD, KEY - P.S.T. TO INFLUENCE BLOCK. IN 3 POSITION LEAD-STEP FAR LEG OF P.S.G. RUN DAYLIGHT</p>
<p>Y DRIVE</p>	
<p>PT DRIVE, TAG</p>	
<p>PG DRIVE, TAG, LOU OR RAY</p>	
<p>C</p> <p>INFLUENCE MAN ON, BLOCK AWAY. VS L LOOK-WORK TO DEEP LB VS 3-4 LOOK BLOCK DE EVEN DEFENSE BASE LOU OR RAY</p>	<p>RB</p> <ol style="list-style-type: none"> 1. VS CENTER COVERED BLOCK MAN OVER CENTER, N/T-KEEP ON COURSE FOR WILL 2. VS BUBBLE OVER CENTER, BLOCK MAN OVER OFF GUARD WHEN MOTION IS CALLED BALL WILL BE SNAPPED BEHIND CALL SIDE GUARD
<p>OFG</p> <p>VS 4-3 INFLUENCE AND BLOCK DE VS L LOOK, INFLUENCE AND WORK TO DEEP LB VS 3-4 LOOK, MAN BLOCK LB</p>	
<p>OFT</p> <p>INFLUENCE DE AND BLOCK OUTSIDE LB VS L LOCK, BLOCK OUTSIDE MAN</p>	
	<p>BLOCKING VARIATIONS</p>

PLAY FLOW 15 INFLUENCE/FLOW 35 INFLUENCE

PLAY FLOW 14 INFLUENCE/FLOW 34 INFLUENC



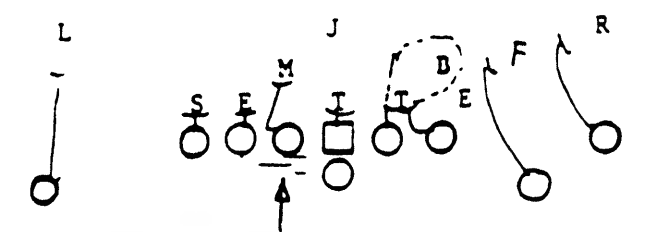
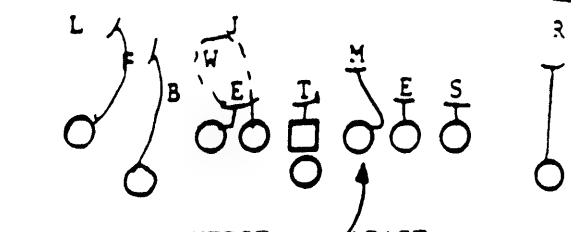
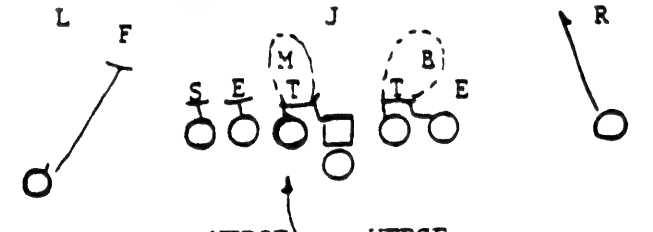
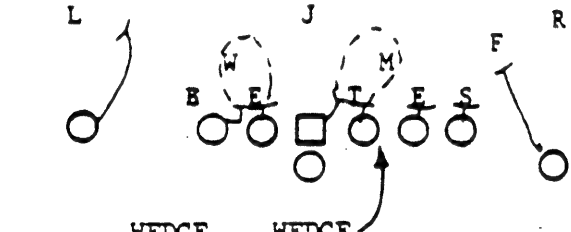
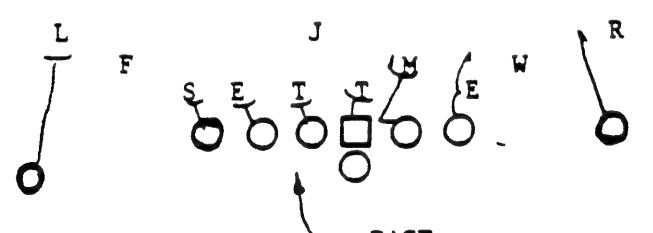
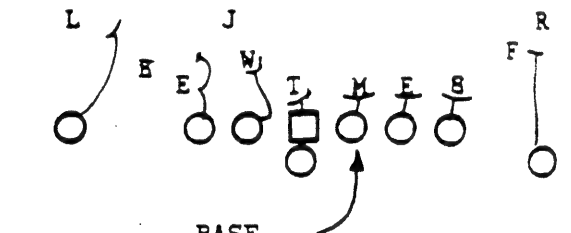
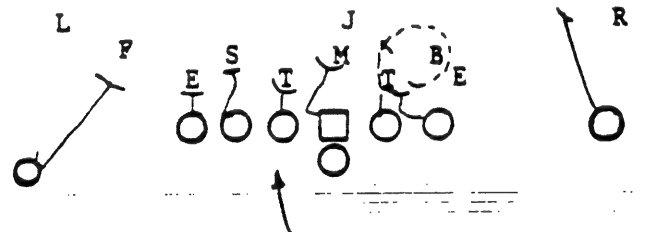
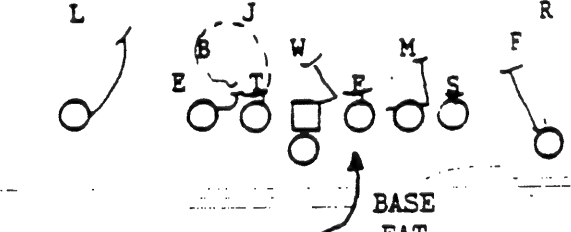
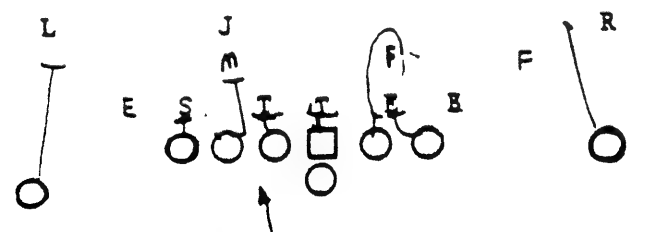
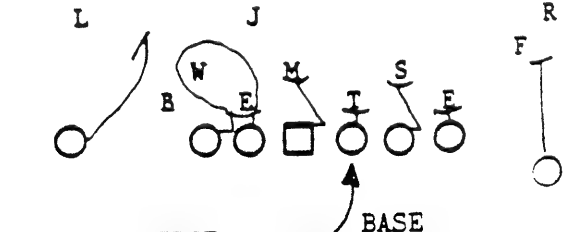
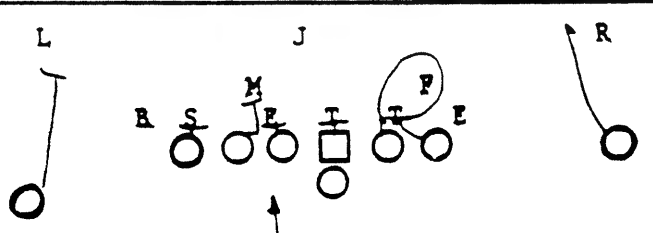
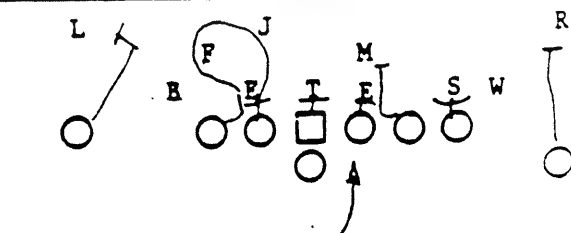
PLAY SLANT 45 (SLANT 45 BOSS)

PLAY SLANT 44 (SLANT 44 BOSS)

<p>VS 4-3 BASE LOU I LT SLANT 45</p>	<p>I RT SLANT 44 BASE LOU BASE TAG VS 3-4</p>
<p>VS KC BASE TAG BASE RAY OPP LT SLANT 45</p>	<p>OPP RT SLANT 44 BASE LOU BASE TAG VS 3-4 CRAS</p>
<p>OVERSTACK BASE EAT BASE RAY TREY LT SLANT 45 BOSS</p>	<p>TREY RT SLANT 44 BOSS BASE TAG BASE TAG VS 3-4 SK STG</p>
<p>PWR BLOCK FORCE ON BOSS CALL BLOCK 2nd FORCE</p>	<p>QB 1. REVERSE PIVOT MEET B.C. DEEP AS POSSIBLE 2. FAKE PASS</p>
<p>OWR CUTOFF</p>	<p>BC SHORT ROLL STEP, READ HOLE CALLED TO NOSE, ACCEPT BALL RUN TO DAYLIGHT</p>
<p>Y BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>PT BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>PG BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>C BASE AND WEDGE SLIP PRINCIPLES</p>	<p>RB FAKE TOSS TO PLAYSIDE, OR RUN OFF BLOCK FORCE MAN BY GAME PLAN</p>
<p>OFG BASE AND WEDGE SLIP PRINCIPLES</p>	
<p>OFT BASE AND WEDGE SLIP PRINCIPLES</p>	<p>BLOCKING VARIATIONS</p>

PLAY SLANT 45 (SLANT 45 BOSS)

PLAY SLANT 44 (SLANT 44 BOSS)

 <p>VS UNDER</p> <p>BASE TAG</p> <p>WEDGE TAG</p>	 <p>WEDGE TAG</p> <p>BASE TAG</p> <p>VS 34 SK WK</p>
 <p>VS 4-4</p> <p>WEDGE LOU</p> <p>WEDGE TAG</p>	 <p>WEDGE TAG</p> <p>WEDGE RAY</p> <p>VS 34 EVEN 4</p>
 <p>VS OVER</p> <p>BASE RAY</p>	 <p>BASE LOU</p> <p>VS 34 M</p>
 <p>VS 43 STK L</p> <p>BASE LOU</p>	 <p>WEDGE TAG</p> <p>BASE RAY</p> <p>BASE EAT</p> <p>VS 34 EVEN L</p>
 <p>VS 46 OVER</p> <p>BASE TAG</p> <p>WEDGE TAG</p>	 <p>WEDGE TAG</p> <p>BASE RAY</p> <p>BASE EAT</p> <p>VS 34 EVEN ST</p>
 <p>VS 46</p> <p>BASE TAG</p> <p>WEDGE TAG</p>	 <p>WEDGE TAG</p> <p>BASE TAG</p> <p>VS 36</p>

COUNTERS

CTR 15/14 FLOW CTR 35/34

CTR 17/16 WEAK

CTR 16/17 CTR 16/17 LEAD CTR 36/37 LEAD

CTR 18/19 LEAD CTR 38/39 LEAD

JAB 15/14 0 35/34 0

SPECIAL RUNS

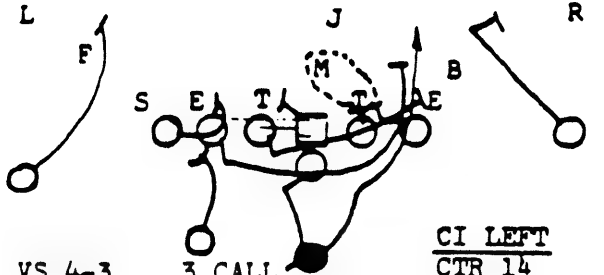
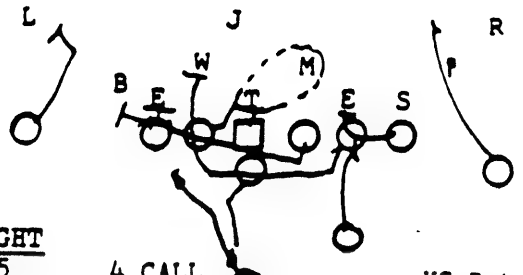
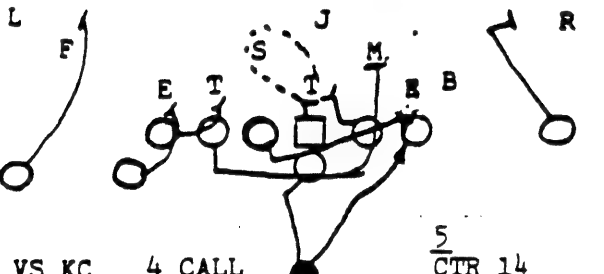
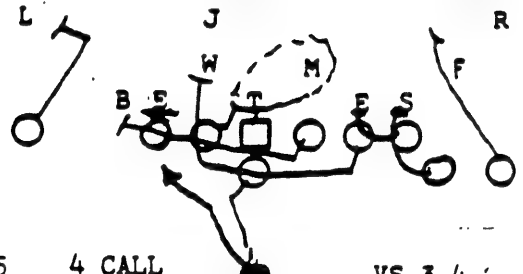
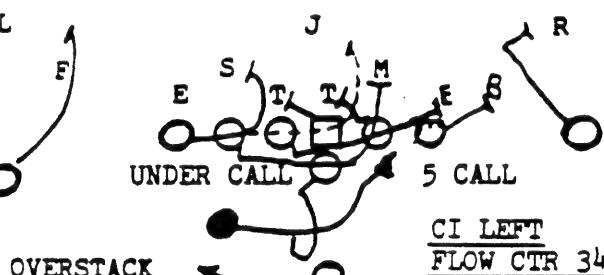
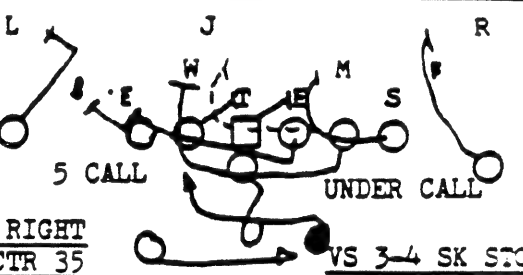
FAKE RIDE 19/18 EXPLODE X REVERSE RT/LT

FAKE RIDE 17/16 BASE BEND AT 8/9

FAKE CTR 16/17 X/Z REVERSE LT/RT

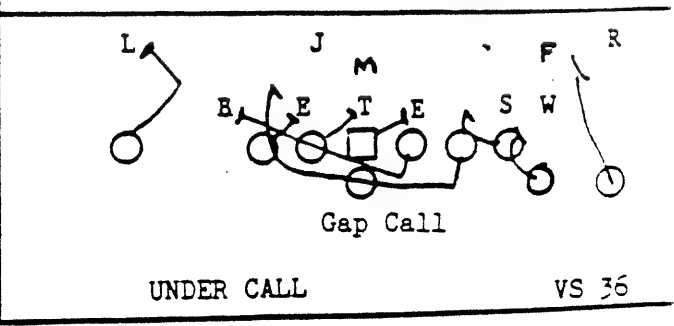
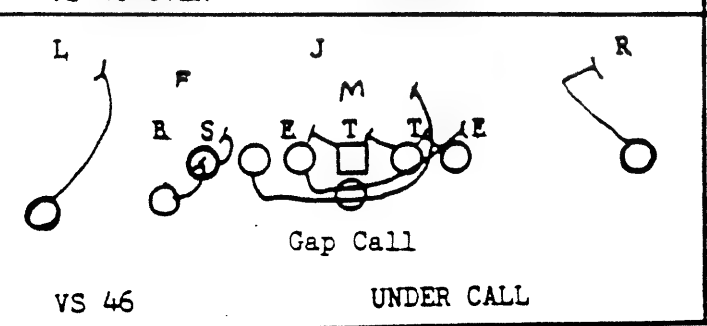
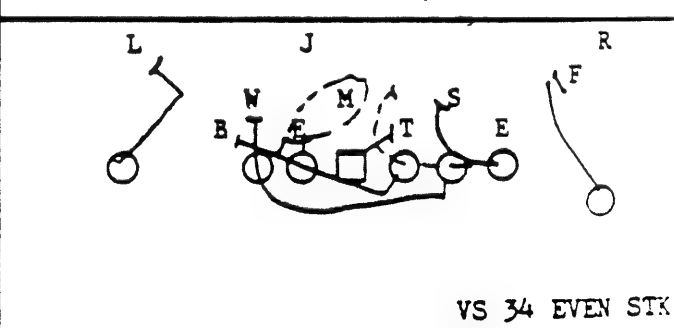
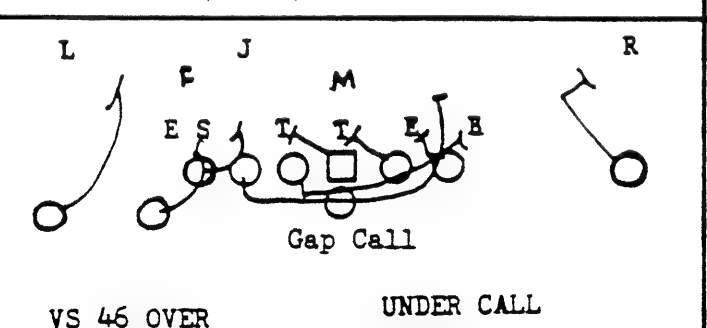
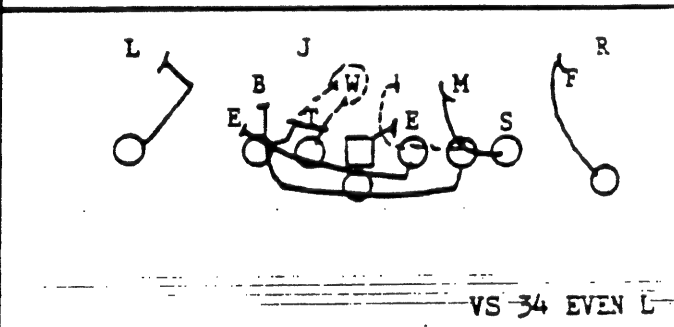
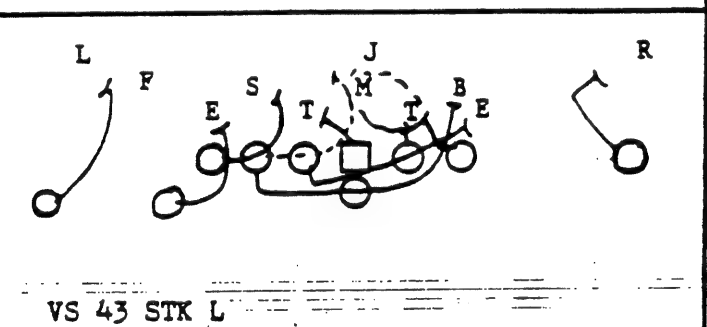
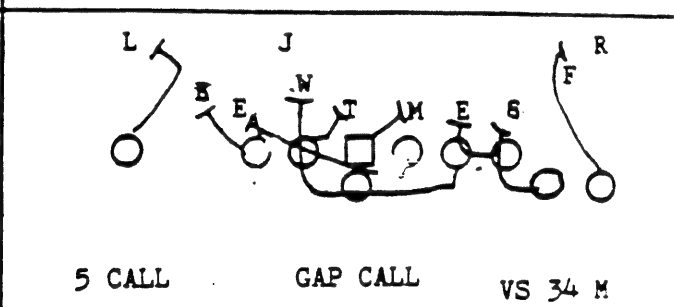
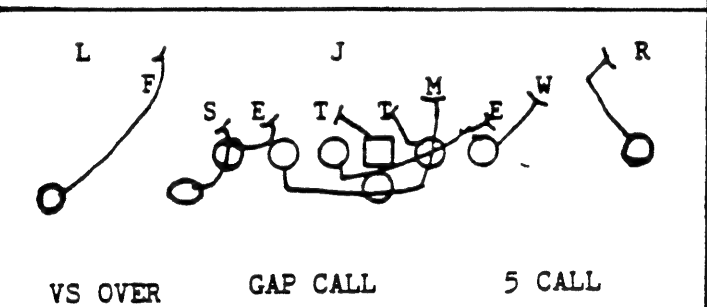
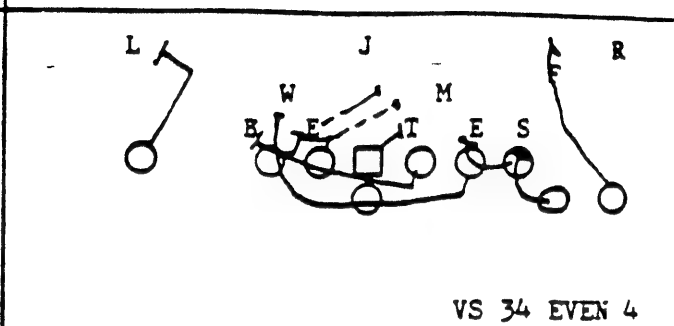
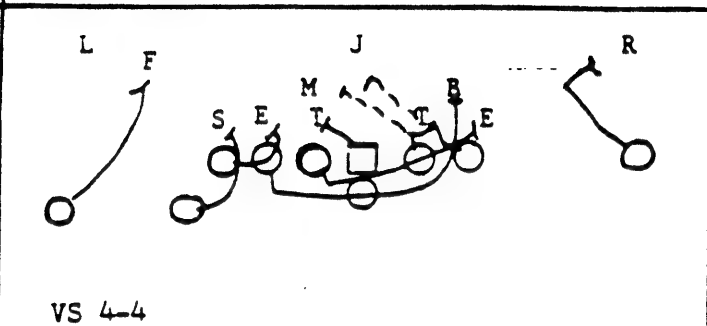
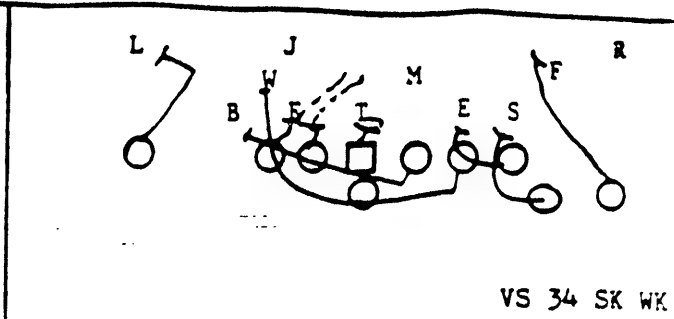
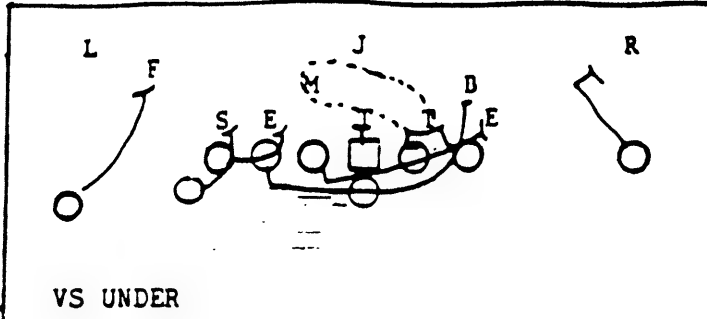
FAKE DIVE 24/25 PITCH Z/X REVERSE LT/RT

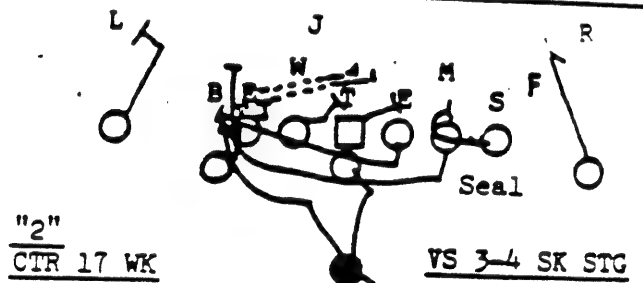
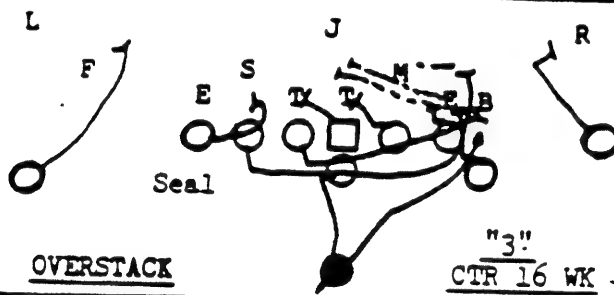
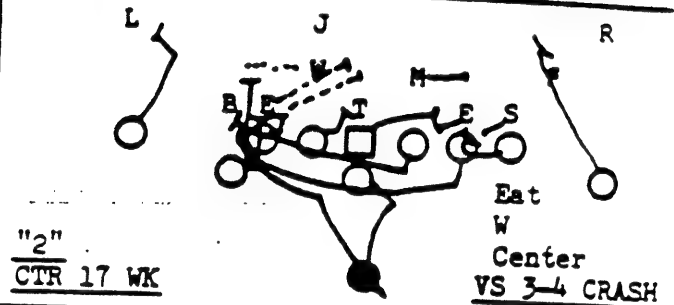
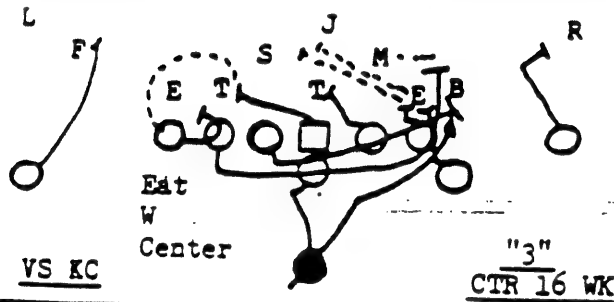
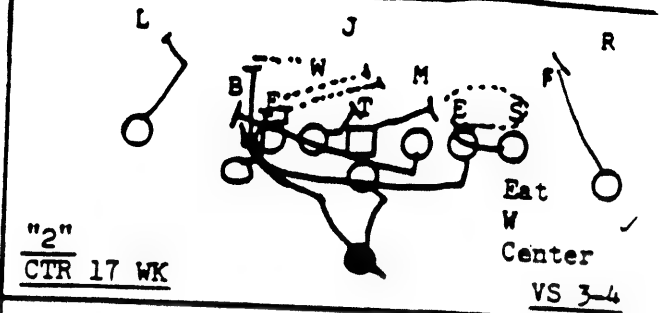
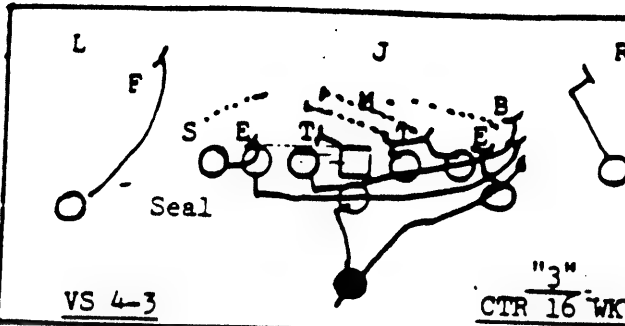
DIVE 25/24 PITCH

 <p>VS 4-3 3 CALL</p> <p>CI LEFT CTR 14</p>	 <p>CI RIGHT CTR 15</p> <p>4 CALL</p> <p>VS 3-4</p>
 <p>VS KC 4 CALL</p> <p>CTR 14</p>	 <p>CTR 15 4 CALL</p> <p>VS 3-4</p>
 <p>UNDER CALL 5 CALL</p> <p>OVERSTACK</p> <p>CI LEFT FLOW CTR 34</p>	 <p>5 CALL</p> <p>UNDER CALL</p> <p>SPLIT RIGHT FLOW CTR 35</p> <p>VS 3-4 SK STG</p>
<p>PWR BLOCK FORCE</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN AWAY FROM HOLE 2. FAKE ROLL OUT 3. FLOW COUNTER 12 UNDER HAND OFF
<p>OWR CUT OFF</p>	<p>BC</p> <ol style="list-style-type: none"> 1. CTR 14/15 WEAKSIDE=USE CTR TECHNIQUE. COME DOWN HILL KEY PULLING G & T'S. BLOCK'S FOR HOLE. 2. FLO CTR 34/35=TAKE CTR STEP COME UNDER QB FOR FRONT FEED, AIMING POINT IS TAIL OF CALL SIDE GUARD.
<p>Y SEAL TO CENTER'S BLOCK CUT OFF A STACK LB</p>	
<p>PT 5/4 HOLE GAP PRINCIPLES</p>	
<p>PG 5/4 HOLE GAP PRINCIPLES</p>	<p>RB</p> <ol style="list-style-type: none"> 1. CTR 14/15 WEAKSIDE=USE WALL BLOCK TECHNIQUE WITH TE TO CUT OFF BACKSIDE. 2. FLO CTR 34/35 FLOW HARD AWAY FROM CALL, MAKE TOKEN FAKE.
<p>C 5/4 HOLE GAP PRINCIPLES</p>	
<p>OFG PULL AND TRAP 2ST MAN OUTSIDE TACKLE'S BLOCK</p>	
<p>OFT PULL AND LEAD OFF YOUR GUARD'S TRAP BLOCK</p>	<p>BLOCKING VARIATIONS</p>

PLAY CTR 1- FLOW CTR 3-

PLAY CTR 15/ FLOW CTR 35





PWR BLOCK FORCE

QB
1. OPEN AWAY FROM HOLE
2. FAKE ROLL OUT

OWR CUT OFF

BC
SPRINT SPOT: OFF TACKLES TAIL, CROSSOVER PLANT. — DRIVE ACROSS TOP TO PLAY SIDE GUARDS TAIL. READ PULLING TACKLE FOR PATH ADJUSTMENT. NOTE=PLAY MUST START DOWN HILL AT P.S.G.'S AREA FIRST RUN TO DAYLIGHT.

Y EAT TECHNIQUE WITH CENTER, SEAL

PT GAP BLOCKING PRINCIPLES

PG GAP BLOCKING PRINCIPLES

C GAP BLOCKING PRINCIPLES

OFG PULL AND TRAP 1ST MAN OUTSIDE F'S BLOCK

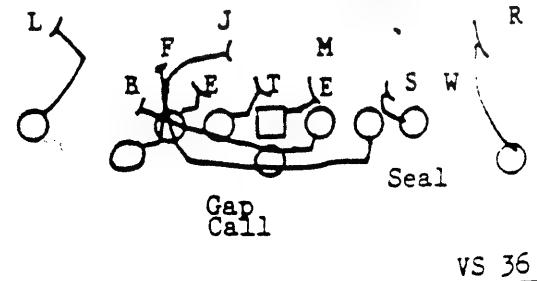
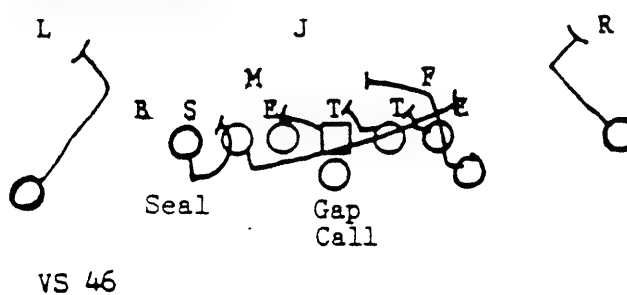
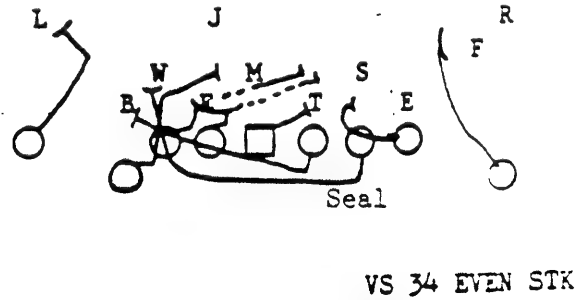
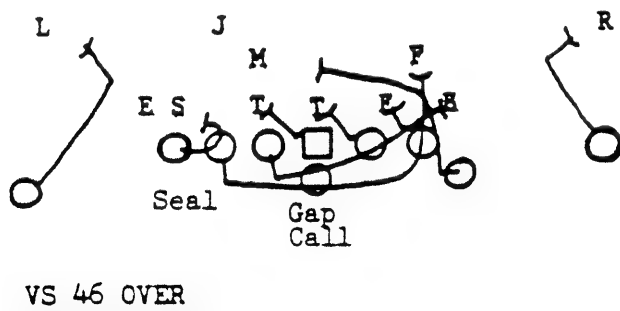
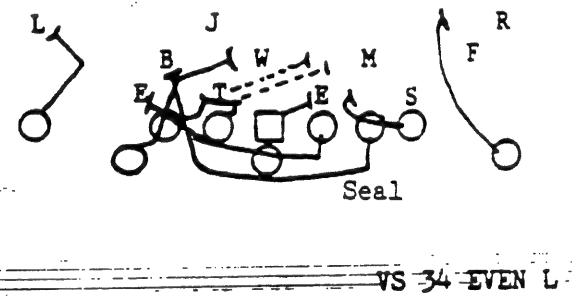
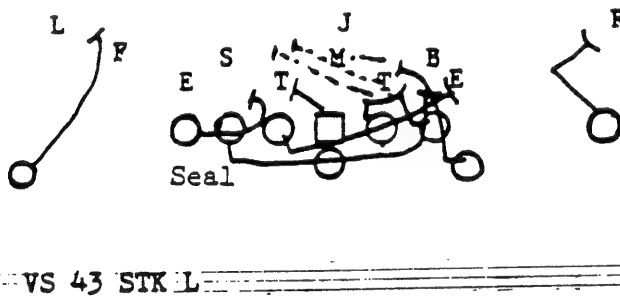
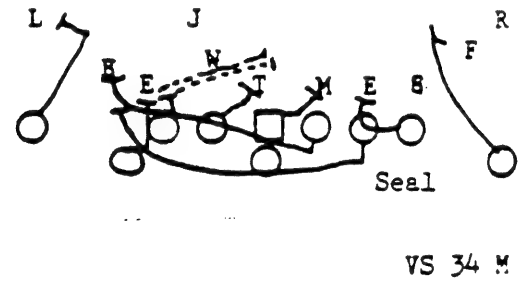
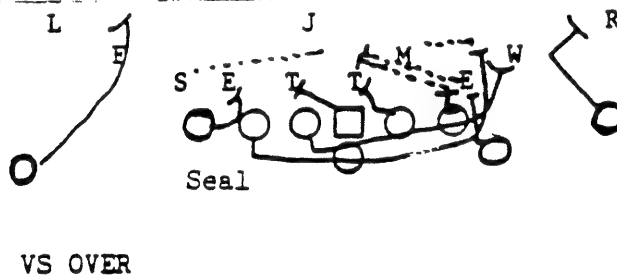
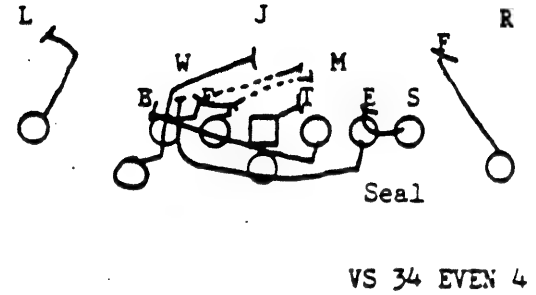
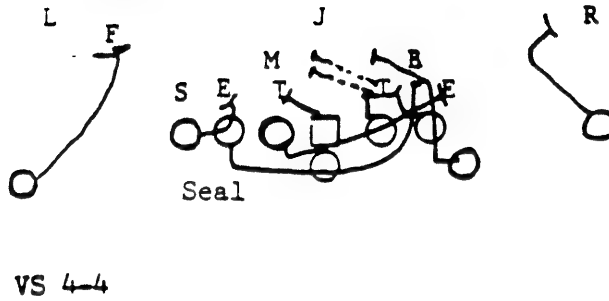
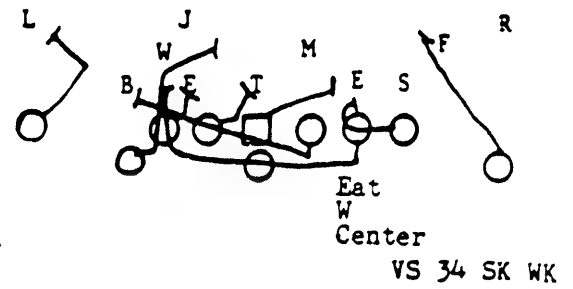
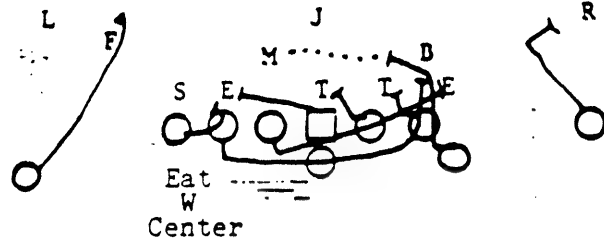
RB
SHORT LATERAL STEP. KEEP SHOULDERS POINTED UPFIELD—IF DE GOES INSIDE PUSH HIM OVER TO TACKLE, THEN COME OFF IN TIME FOR MAC, IF DE WORKS OUT TO YOU, SUSTAIN AND DRIVE HIM. VS. SINK YOUR SIDE TAKE LATERAL STEP BUCK CROSS FACE PIN HIM, N/T GO BACK FOR MAC—WILL CROSS YOUR FACE TAKE HIM.

OFT PULL AND LEAD OFF YOUR G'S TRAP BLOCK

BLOCKING VARIATIONS

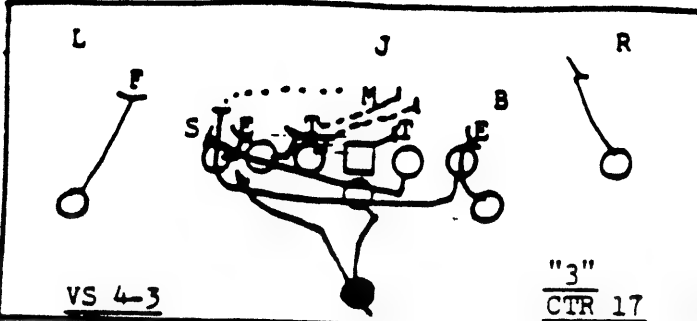
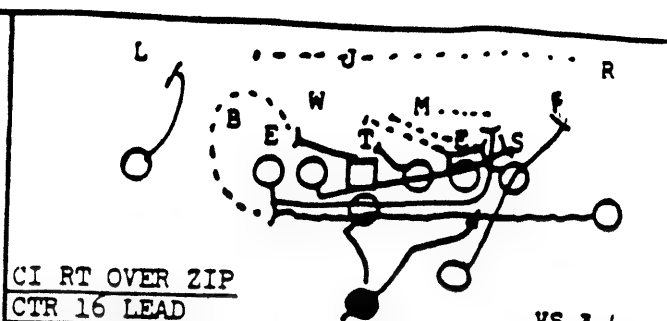
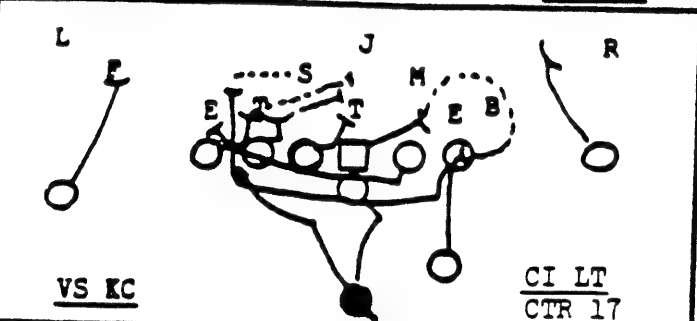
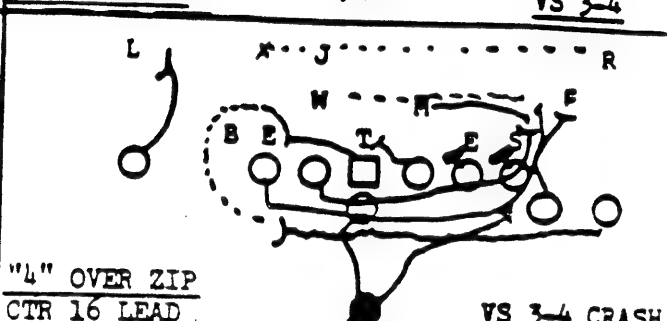
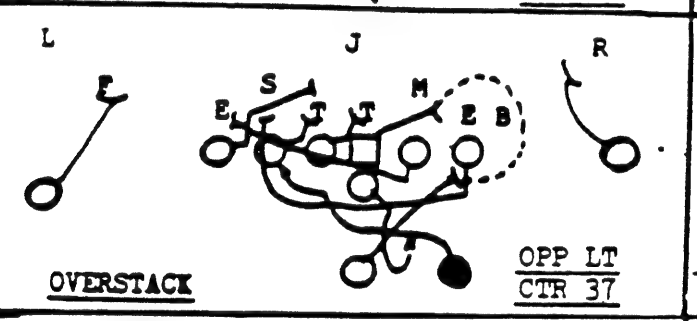
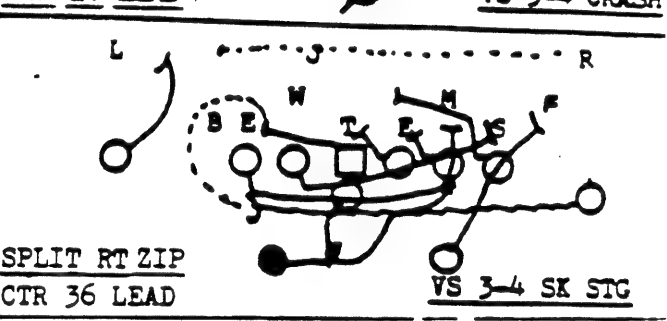
PLAY STR 16 WK

PLAY STR 17 WK



PLAY CTR 17/ CTR 37

PLAY CTR 16 LEAD / CTR 36 LEAD

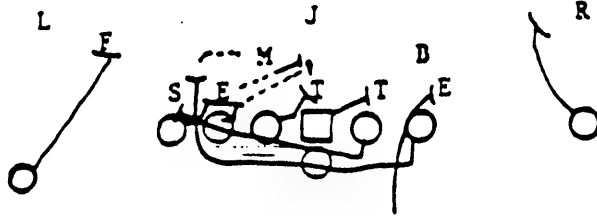
 <p>VS 4-3</p> <p>"3" CTR 17</p>	 <p>CI RT OVER ZIP CTR 16 LEAD</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>CI LT CTR 17</p>	 <p>"4" OVER ZIP CTR 16 LEAD</p> <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p> <p>OPP LT CTR 37</p>	 <p>SPLIT RT ZIP CTR 36 LEAD</p> <p>VS 3-4 SK STG</p>
<p>PWR</p> <p>BLOCK FORCE ON LEAD - BLOCK 2ND FORCE ON ZIP - SEAL OFFSIDE PURSUIT WITH CENTER</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN AWAY FROM HOLE 2. FAKE ROLL OUT
<p>OWR</p> <p>CUT OFF</p>	<p>BC</p> <ol style="list-style-type: none"> 1. CTR 16/17=CROSS OVER PLANT, DRIVE ACROSS TOP TO P.S.G.'S TAIL. 2. CTR 36/37=CTR STEP COME UNDER QB FOR FRONT FEED. KEEP AIMING POINT AT TAIL OF CALL SIDE GUARD. KEY PULLING TACKLE & GUARDS BLOCKS. 3. 36/37 OT LEAD=SLIGHT LATERAL SLIDE ACCEPT QB'S FEED OVER THE TOP. COME DOWN HILL TO HOLE. KEY PULLING G & T.
<p>Y</p> <p>TAKE PARALLEL INSIDE STEP AND BLOCK GAP TO BUC OR WILL (MAC VS. OVER DEFENSES) (C.P. TURN OUT VS. 4-6 DEFENSE)</p>	
<p>PT</p> <p>GAP BLOCKING PRINCIPLES</p>	
<p>PG</p> <p>GAP BLOCKING PRINCIPLES</p>	
<p>C</p> <p>GAP BLOCKING PRINCIPLES</p>	<p>RB</p> <ol style="list-style-type: none"> 1. CTR 16/17 PULL & CUT OFF MAN OVER PULLING TACKLE 2. CTR 16/17 LEAD, INFLUENCE MAN OVER TE BLOCK FORCE, IF MAN OVER CROSSES YOUR FACE BLOCK HIM.
<p>OFG</p> <p>PULL AND TRAP 1ST MAN OUTSIDE TE'S BLOCK</p>	<ol style="list-style-type: none"> 3. CTR 36/37 LEAD SAME TECH APPL
<p>PULL AND LEAD OFF YOUR G'S</p>	<p>BLOCKING VARIATIONS</p> <p>C.P. VS. 4-6 DEFENSE Y TURNS OUT EXCEPT</p>

PLAY

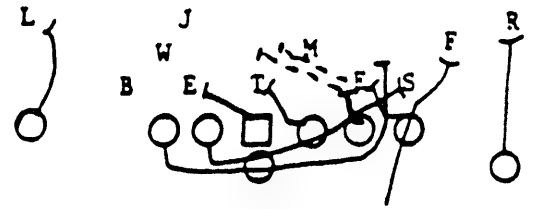
CTR 17/ CTR 37

PLAY

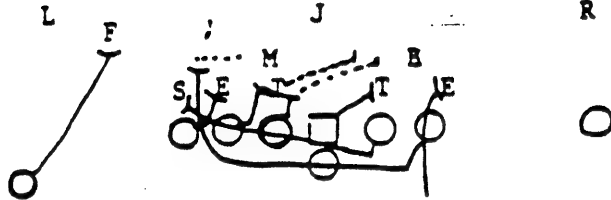
CTR 16 LEAD/ CTR 36 LEAD



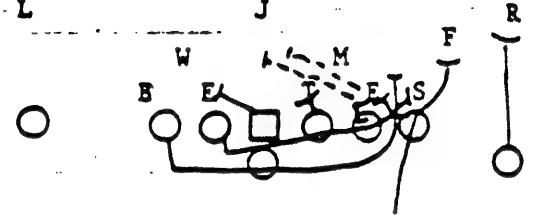
VS UNDER



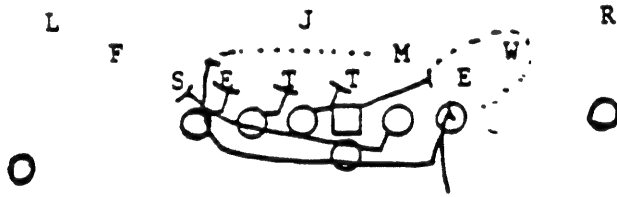
VS 34 SK WK



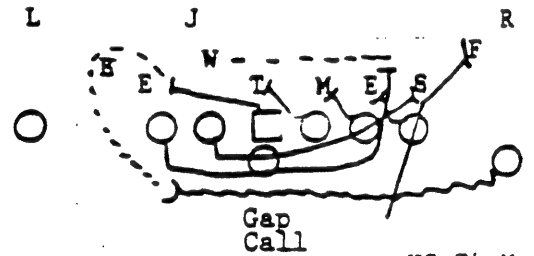
VS 4-4



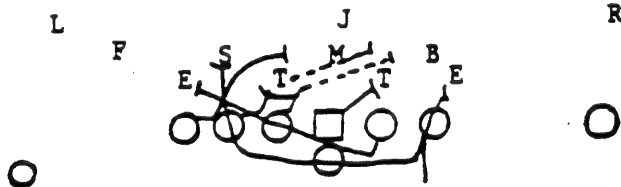
VS 34 EVEN 4



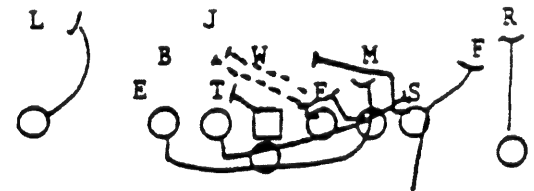
VS OVER



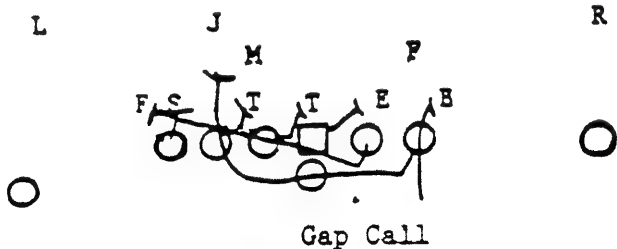
VS 34 M



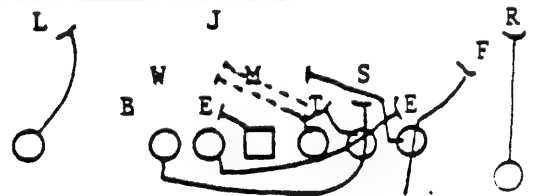
VS 43 STK L



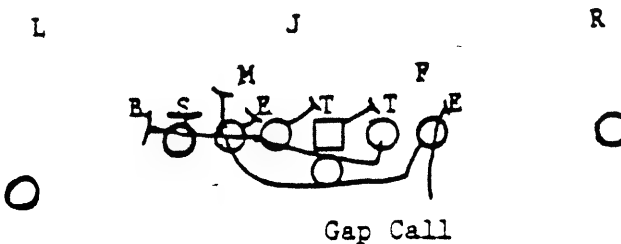
VS 34 EVEN L



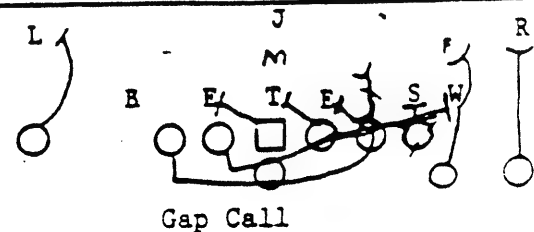
VS 46 OVER



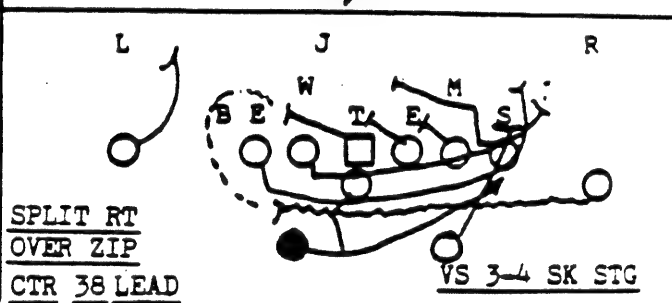
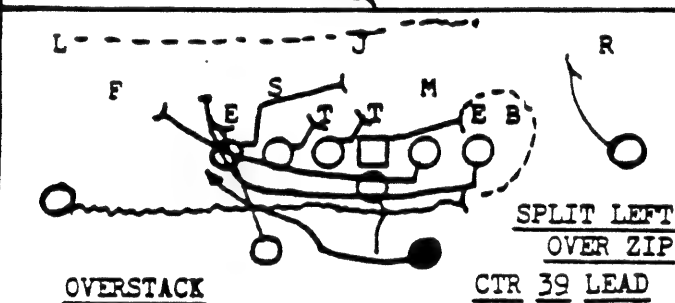
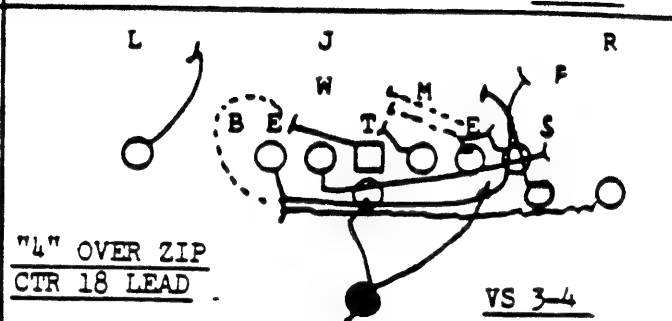
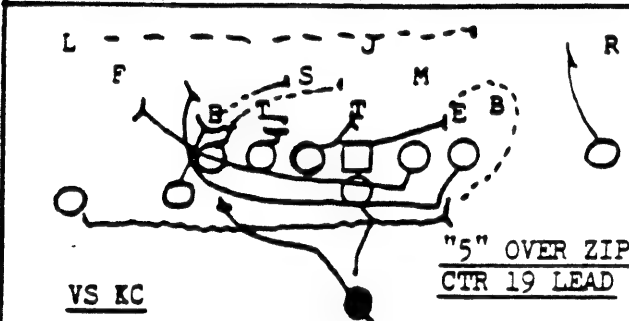
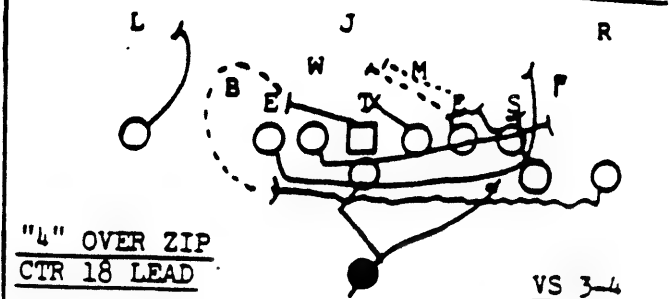
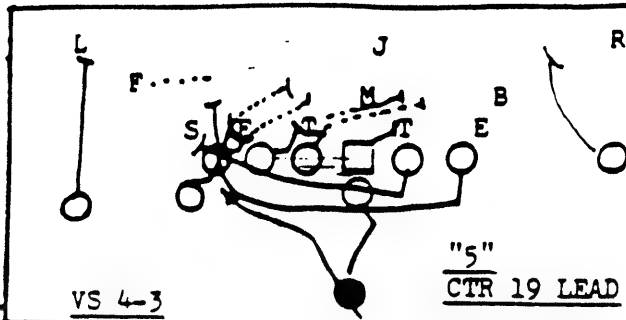
VS 34 EVEN ST



VS 46



VS 36



PWR BLOCK 2ND FORCE. ON ZIP
SEAL OFFSIDE PURSUIT WITH
CENTER

QB 1. OPEN AWAY FROM HOLE
2. FAKE ROLL OUT

OWR CUT OFF

BC 1. CTR 18/19 LEAD=CROSS OVER
PLANT, DRIVE ACROSS TOP.
ACCEPT BALL. KEY PULLING
GUARDS BLK ON FORCE. FOLLOW
PULLING TACKLE
2. CTR 38/39 LEAD=LEAD STEP FOR
TAIL OF TE, KEY PULLING GUARDS
BLOCK ON FORCE. A FLOW HAND
OFF.

Y TAKE PARALLEL INSIDE STEP AND
BLOCK GAP TO BUC OR WILL
(MAC VS OVER DEFENSES)

PT GAP BLOCKING PRINCIPLES

PG GAP BLOCKING PRINCIPLES

RB 1. SHORT LATERAL STEP. KEEP
SHOULDERS UP FIELD IF MAN
OVER TE, WORKS INSIDE CHIP
OFF TO MAC, IF MAN OVER TE
WORKS INTO YOU TAKE HIM.
SUSTAIN. IF HE WORKS HARD
OUTSIDE YOU GO TO INSIDE MAN.
2. CTR 38/39 LEAD=LEAD STEP FOR
MAN OVER TE, IF HE STEPS
DOWN WITH TE, PIN HIM. IF HE
WORKS UP FIELD BLK OUT TO
FORCE HOLE. BE SURE TO
DEFINE HOLE FOR PULLING
GUARD.

C GAP BLOCKING PRINCIPLES

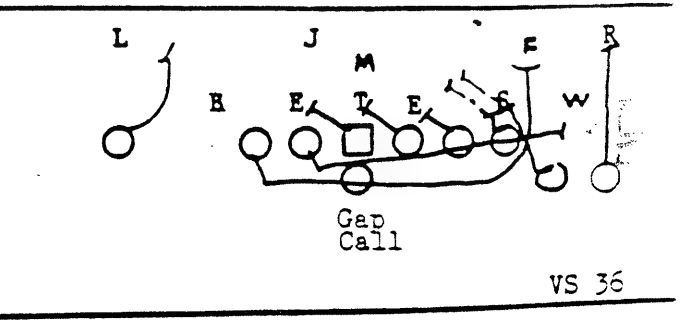
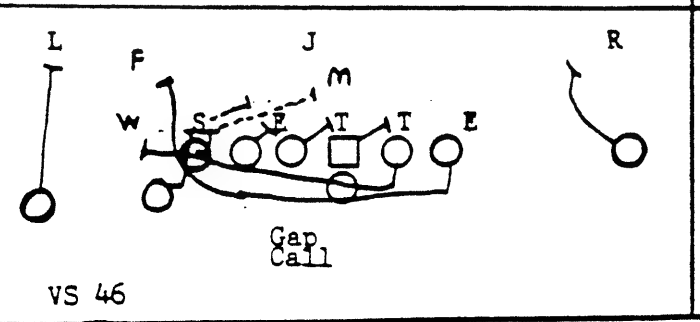
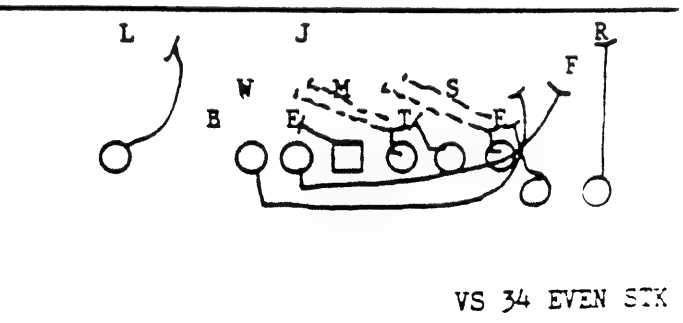
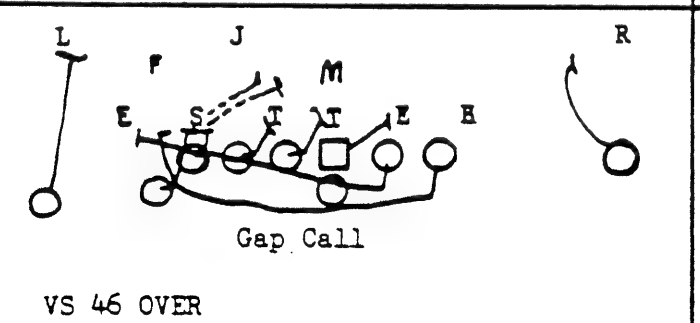
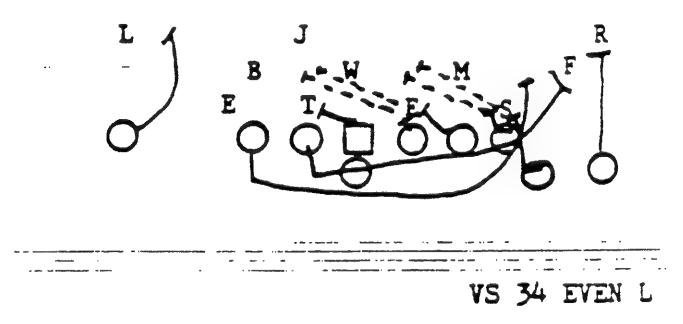
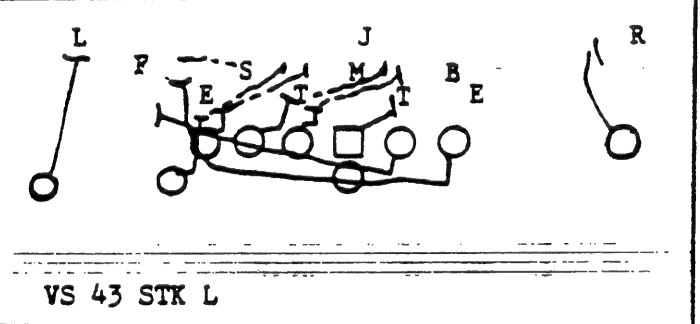
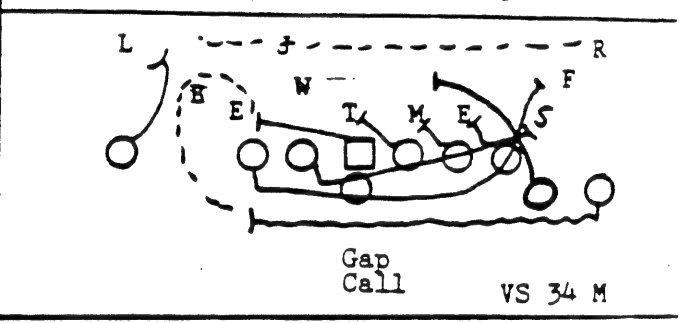
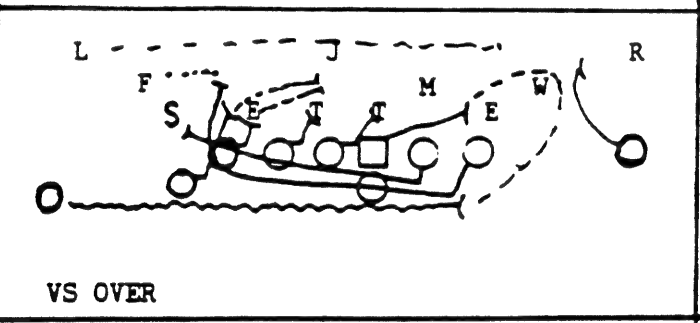
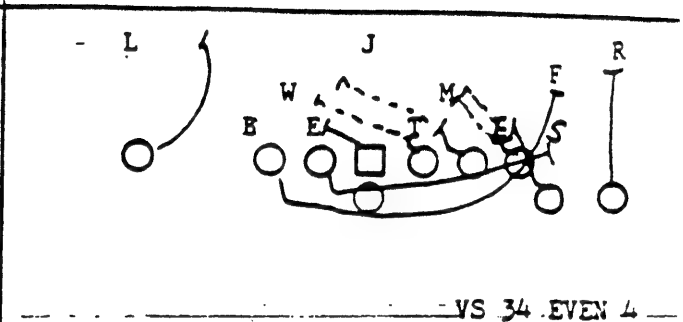
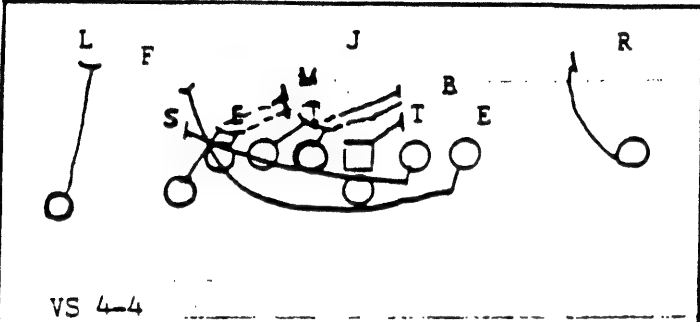
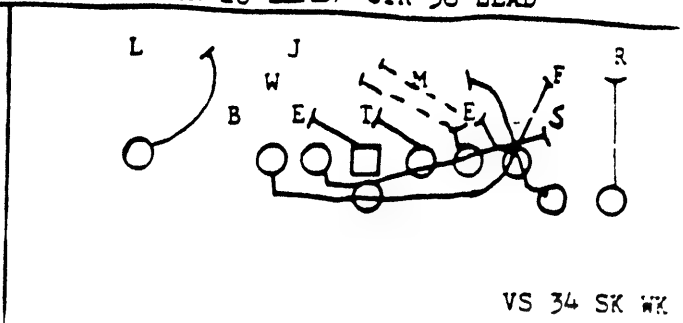
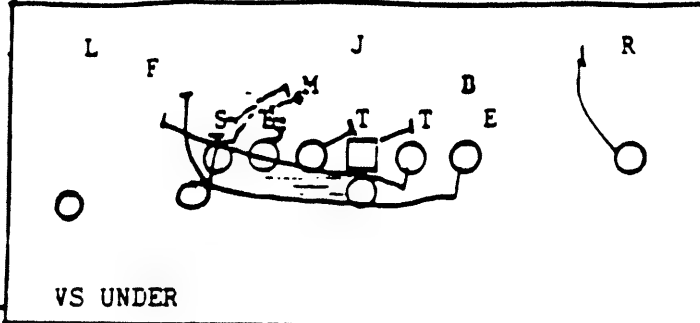
OFG PULL AND TRAP 1ST MAN OUTSIDE
F'S BLOCK

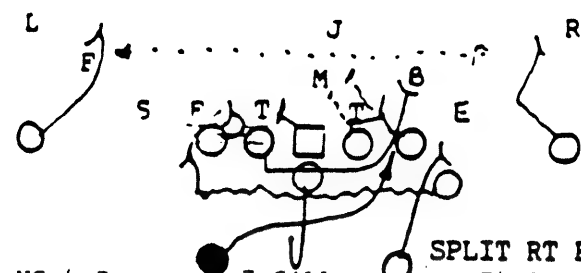
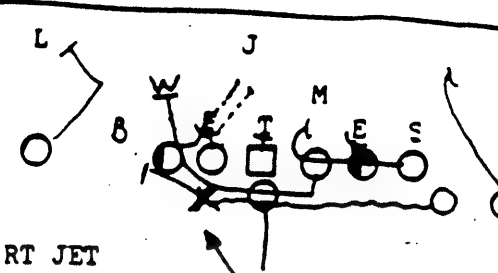
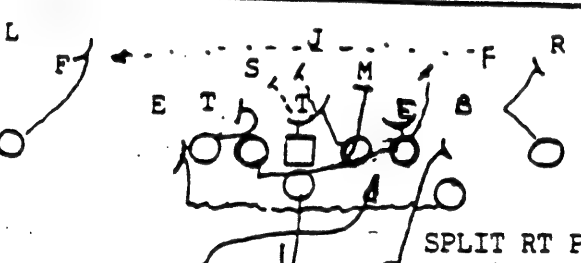
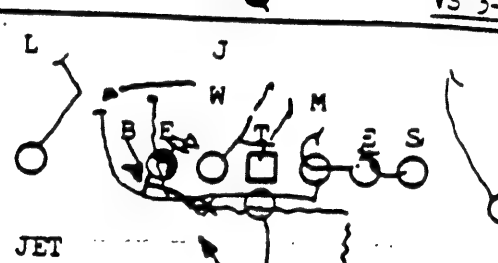
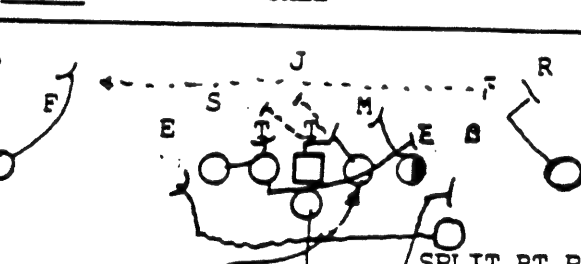
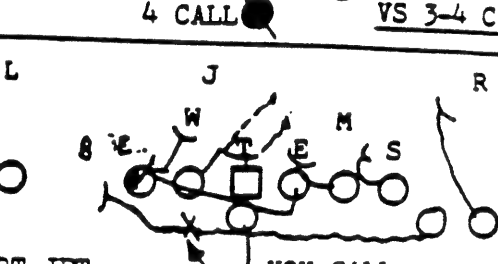
BLOCKING VARIATIONS

OFT PULL AND LEAD OFF YOUR GUARD'S
TRAP BLOCK

PLAY CTR 19 LEAD/CTR 39 LEAD

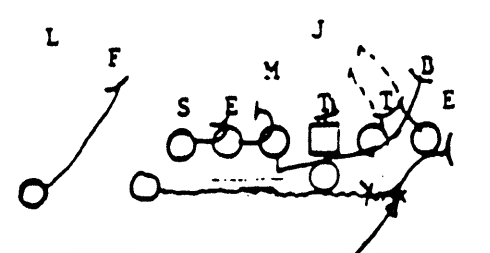
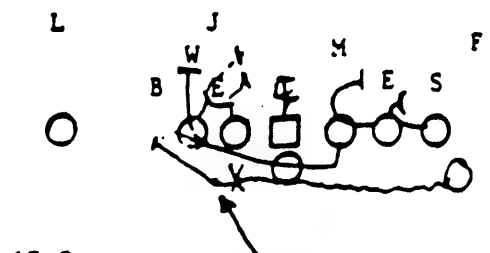
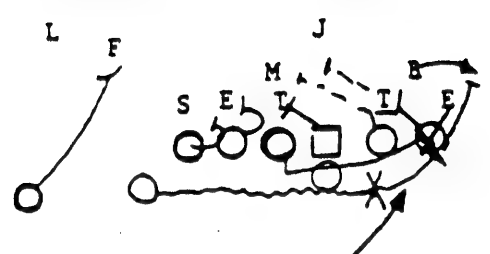
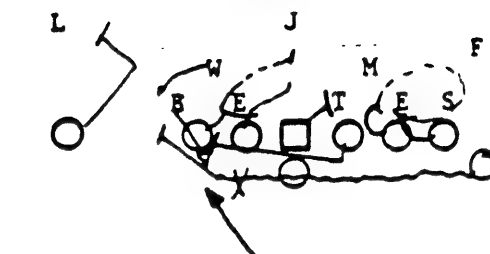
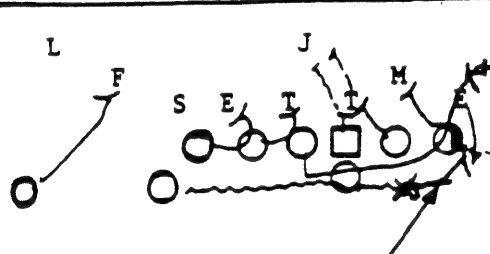
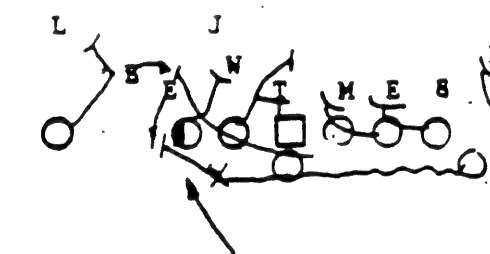
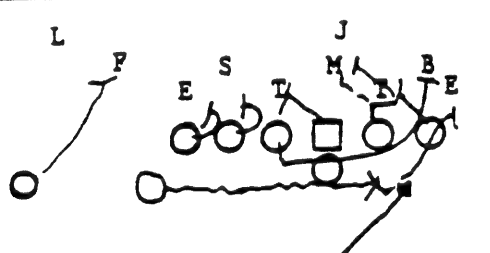
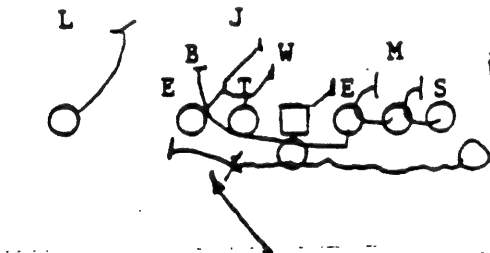
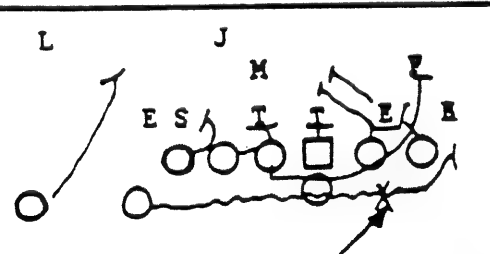
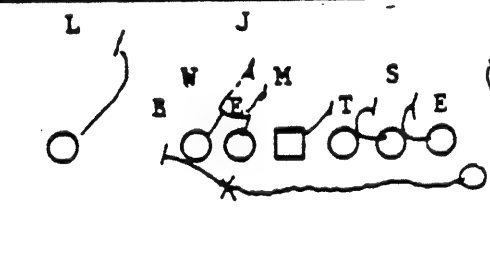
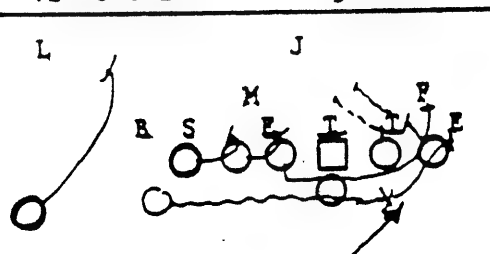
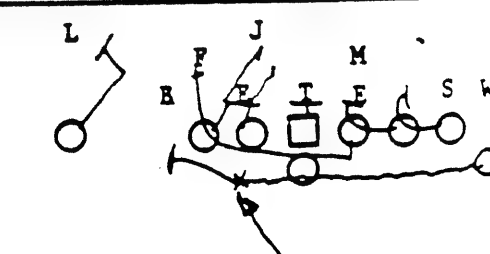
PLAY CTR 19 LEAD/ CTR 38 LEAD



 <p>VS 4-3 3 CALL SPLIT RT PEEL 34 0</p>	 <p>TREY RT JET JAB 15 0 3 CALL VS 3-4</p>
 <p>VS KC 4 CALL SPLIT RT PEEL 34 0</p>	 <p>CI RT JET JAB 15 0 4 CALL VS 3-4 CRA</p>
 <p>OVERSTACK YOU CALL 5 CALL SPLIT RT PEEL 34 0</p>	 <p>TREY RT JET JAB 15 0 5 CALL YOU CALL VS 3-4 SK STG</p>
PWR BLOCK FORCE	1. 15 OPEN AWAY FROM HOLE QB 2. 35 UNDERNEATH HANDOFF FAKE PAS
OWR CUT OFF	BC JAB 0 - TAKE SHORT JAB STEP AWAY FROM HOLE TO ALLOW O-GUARD TO GET AHEAD, READ PULLING GUARDS, BLOCK FOR HOLE, SPRINT SPOT IS CALL SIDE GUARDS TAIL. 34/35 = 0 SHORT LEAD STEP AT NEAR LEG OF CENTER, ALLOW QB TO GET DEPTH, ACCEPT BALL KEY PULLING GUARD FOR HOLE. THIS IS UNDER BALL HANDLING.
Y LOAD TO DEFENSIVE END	
PT MAKE 5, 4, 3 CALLS 5 CALL - BLOCK WILL 4 CALL BLOCK END 3 CALL BLOCK END	
PG TAG DBL TEAM MAN ON TO MAC. LOU OR RAY DBL TEAM TO MAC GAP CALL - BLOCK INSIDE GAP	
C HOOK NOSE IF ON GUARD IS COVERED. DBL NOSE TO MAC. IF ON GUARD IS UNCOVERED. IF OFF GUARD AND YOU ARE COVERED, MAKE YOU CALL.	RB BLOCK END MAN ON LINE. (1) WHEN USING JET, BLOCK E.M.O.L.
OFG PULL AND TRAP BUC (WILL) LB. IF IN L (OR SINK) POSITION. ON 5 CALL TRAP DEF. END.	
OFT FILL TO CENTERS BLOCK AND SEAL. BLOCK MAN ON OFF. GUARD ON	
BLOCKING VARIATIONS	

PLAY JAB 14 0 (34 0)

PLAY JAB 15 0 (35 0)

 <p>VS UNDER 3 CALL JAB 14 0</p>	 <p>JAB 15 0 3 CALL VS 34 SK WK</p>
 <p>VS 4-4 3 CALL JAB 14 0</p>	 <p>JAB 15 0 3 CALL VS 34 EVEN 4</p>
 <p>VS OVER YOU CALL 5 CALL JAB 14 0</p>	 <p>JAB 15 0 5 CALL YOU CALL VS 34 M</p>
 <p>VS 43 STK L JAB 14 0</p>	 <p>JAB 15 0 3 CALL VS 34 EVEN L</p>
 <p>VS 46 OVER YOU CALL 3 CALL JAB 14 0</p>	 <p>JAB 15 0 3 CALL VS 34 EVEN STK</p>
 <p>VS 46 YOU CALL 3 CALL JAB 14 0</p>	 <p>JAB 15 0 3 CALL YOU CALL VS 36</p>

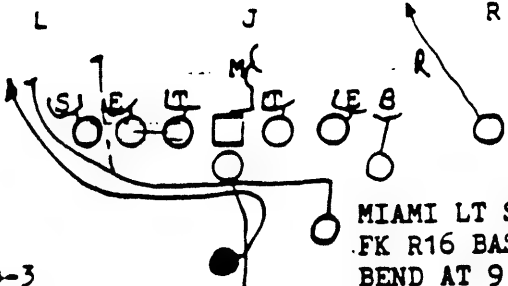
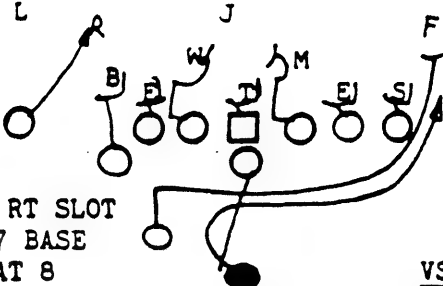
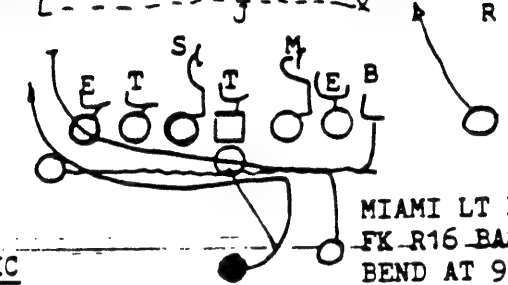
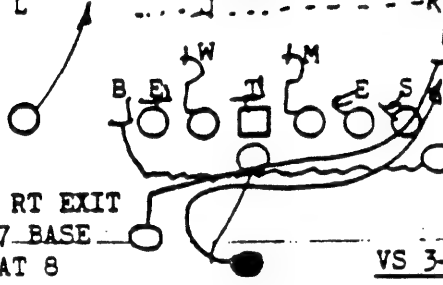
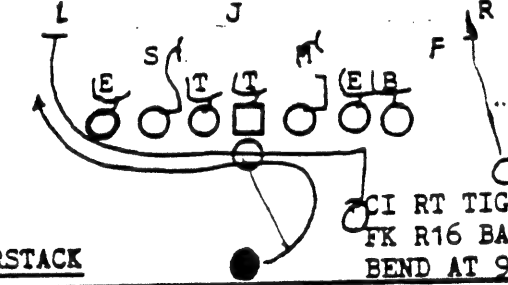
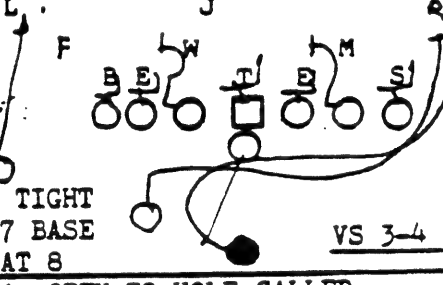
PLAY FAKE R18 EXPLODE REVERSE AT 9

PLAY FAKE R19 EXPLODE REVERSE AT 8

<p>VS 4-3</p>	<p>VS 3-4</p>
<p>VS KC</p>	<p>VS 3-4 CRA</p>
<p>OVERSTACK</p>	<p>VS 3-4 SK STC</p>
PWR BLOCK FLORCE	QB SAME AT 18-19 EXPLODE
OWR SPLIT 6-7 YARDS RUN REVERSE PATH	BC EXPLODE TO PLAY CALLED, HELP QB MAKE GOOD FAKE, FOLD OVER ON FAKE BE ALERT TO PICK OFF ANY ONE CHASING X.
Y SIMULATE EAT BLOCK BLOCK MAN ON OR PEEL IN FRONT OF BALL CARRIER	
PT SIMULATE EAT BLOCK (TAG BLOCK) BLOCK MAN ON OR PEEL IN FRONT OF BALL CARRIER	
PG BLOCK MAN ON (REVERSE TECHNIQUE. NO MAN ON, SIMULATE LOU (RAY) AND PULL IN FRONT OF BALL CARRIER	
C BLOCK MAN ON (REVERSE TECHNIQUE) NO MAN ON, SIMULATE LOU (RAY) AND PULL IN FRONT OF BALL CARRIER	RB BLOCK 18-19 EXPLODE, VERY AGGRESS
OFG BLOCK MAN ON. TAG. VS DEF W/ ONSIDE GUARD AND CENTER COVERED. FAKE TAG AND PULL.	
OFT BLOCK MAN ON. CHIP.	
BLOCKING VARIATIONS	

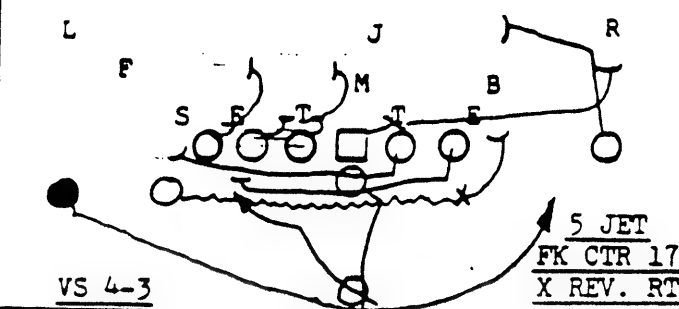
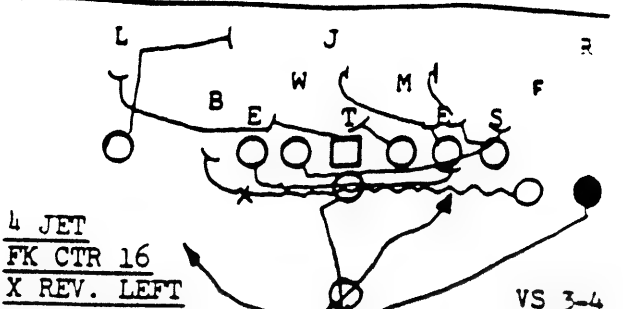
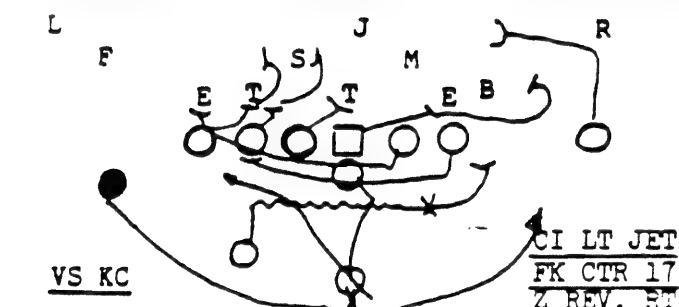
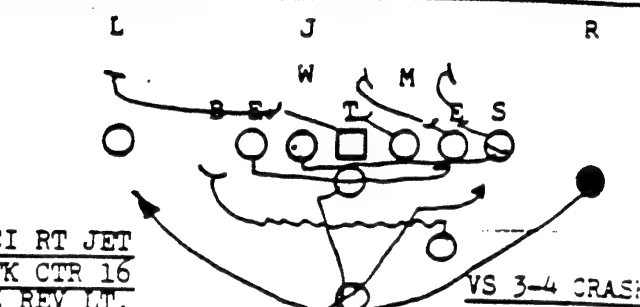
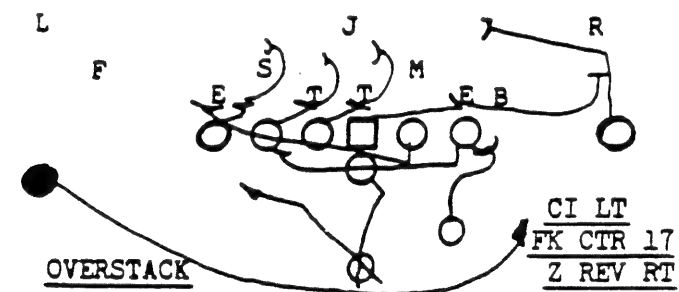
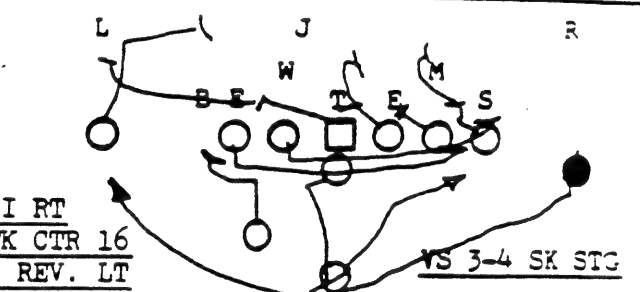
PLAY FAKE R16 BASE, BEND AT 9

PLAY FAKE R17 BASE, BEND AT 8

 <p>MIAMI LT SLOT FK R16 BASE BEND AT 9</p> <p>VS 4-3</p>	 <p>MIAMI RT SLOT FK R17 BASE BEND AT 8</p> <p>VS 3-4</p>
 <p>MIAMI LT EXIT FK R16 BASE BEND AT 9</p> <p>VS KC</p>	 <p>MIAMI RT EXIT FK R17 BASE BEND AT 8</p> <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p> <p>CI RT TIGHT FK R16 BASE BEND AT 9</p>	 <p>CI LT TIGHT FK R17 BASE BEND AT 8</p> <p>VS 3-4 SK STG</p>
<p>Z RUN OFF DEFENDERS</p>	<p>QB</p> <ol style="list-style-type: none"> 1. OPEN TO HOLE CALLED 2. MORE STRAIGHT BACK THAN 16/17 3. FAKE PASS
<p>X DRIVE BLOCK</p>	<p>BC</p> <p>7½ YD. DEPTH, GOOD ROLL STEP TO ALLOW QB TO GET DEEP, ACCEPT BALL FOLLOW FB TO HOLE, READ TE AND FB'S BLOCK</p>
<p>Y SIMULATE MAN BLOCK ON (16/17) HOOK STUB</p>	<p>NOTE: DO NOT RUSH ROLL STEP</p>
<p>PT UNCOVERED, FAKE TAG, AND SEAL LB. SIMULATE MAN BLOCK ON (16/17) HOOK DEFENSIVE END.</p>	
<p>PG UNCOVERED, FAKE LOU/RAY AND SEAL LB. SIMULATE MAN BLOCK ON 16/17, HOOK MAN ON</p>	<p>RB</p> <p>TAKE GOOD STEP TO SHOW 16/17 ALLOW QB TO CLEAR YOUR AREA COME HARD TO PLAYSIDE BLOCK FORCE READ TE'S BLOCK FOR PATH TO FORCE.</p>
<p>C UNCOVERED, FAKE LOU/RAY AND SEAL LB. SIMULATE MAN BLOCK ON 16/17 HOOK NOSE</p>	<p>NOTE: ALLOW NO ONE TO CROSS YOUR FACE UNBLOCKED</p>
<p>OFG UNCOVERED, FAKE TAG AND SEAL LB. SIMULATE MAN BLOCK AND HOOK MAN ON</p>	
<p>OFT SIMULATE MAN BLOCK AND HOOK MAN ON</p>	<p>BLOCKING VARIATIONS</p>

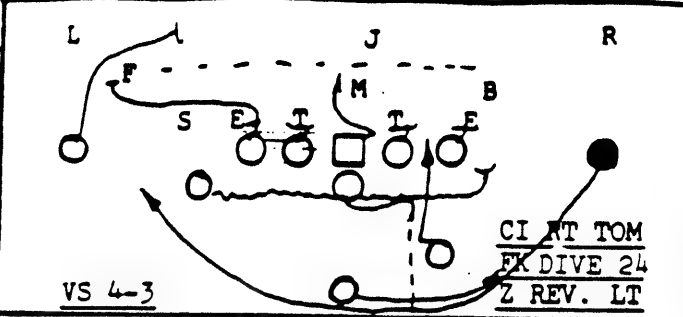
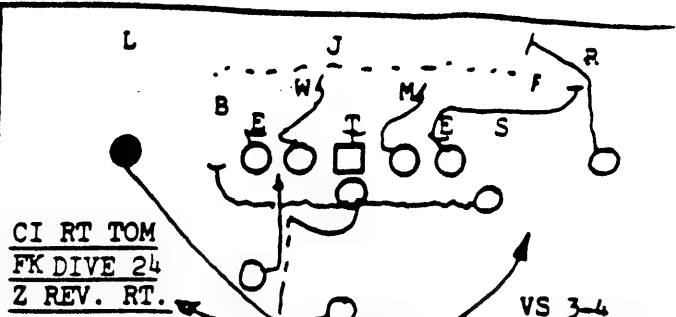
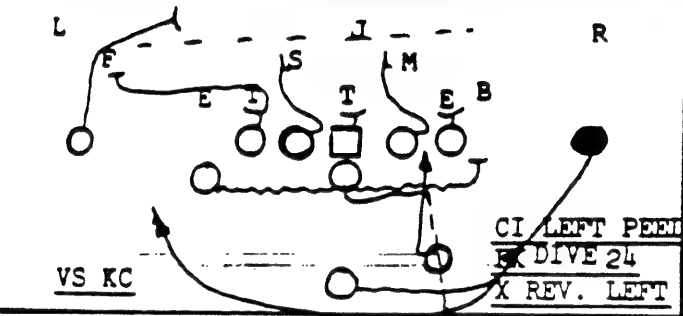
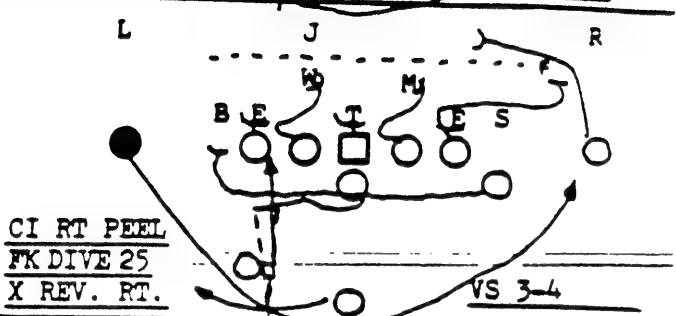
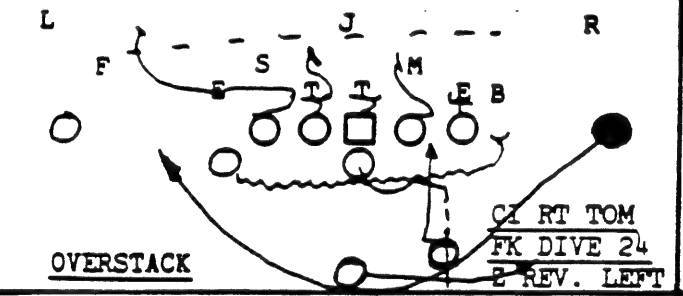
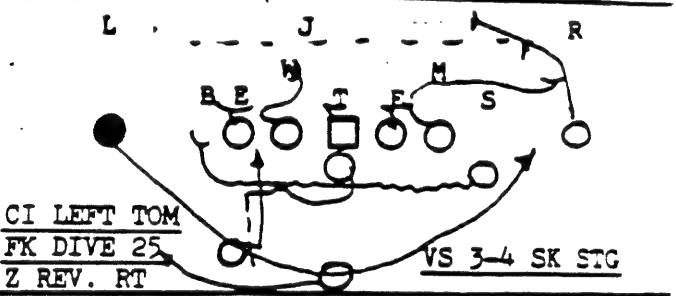
PLAY FAKE COUNTER 17, (X/Z) REVERSE RIGHT

PLAY FAKE COUNTER 16, (X/Z) REVERSE LEFT

	
	
	
PWR BLOCK FORCE.	QB 1. GOOD COUNTER FAKE 2. MESH WITH X OR Z
OWR SPLIT 6-7 YDS. RUN REVERSE PATH. RECEIVE BALL FROM QB.	BC COUNTER STEP=CREATE GOOD MESH WITH QB, GOOD FAKE, FOLLOW PULLING TACKLE.
Y SIMULATE CTR 16/17. HOOK ASSIGNED MAN.	
PT PULL AND SEAL AREA OF REVERSE EXCHANGE.	
PG PULL AND BLOCK STUB	
C SIMULATE CTR 16/17. LET ASSIGNED MAN SLIDE TO INSIDE. LEAD PLAY ON SECOND FORCE.	
OFG SIMULATE CTR 16/17 HOOK MAC	RB JET MOTION: BALL WILL BE SNAPPED BEHIND PLAY SIDE TACKLE. KEEP GOOD HOOK POSITION ON E.M.O.L. DO NOT ALLOW ANYONE ACROSS YOUR FACE, DON'T BE TOO AGGRESSIVE, AS REVERSE WILL TAKE A LITTLE TIME TO DEVELOP.
OFT SIMULATE CTR 16/17 HOOK STUB	BLOCKING VARIATIONS

PLAY FAKE DIVE 24 (Z/X) REVERSE LEFT

PLAY FAKE DIVE 25 (Z/X) REVERSE RIGHT

 <p>VS 4-3</p> <p>CI RT TOM FK DIVE 24 Z REV. LT</p>	 <p>VS 3-4</p> <p>CI RT TOM FK DIVE 24 Z REV. RT.</p>
 <p>VS KC</p> <p>CI LEFT PEEL FK DIVE 24 X REV. LEFT</p>	 <p>VS 3-4</p> <p>CI RT PEEL FK DIVE 25 X REV. RT.</p>
 <p>OVERSTACK</p> <p>CI RT TOM FK DIVE 24 Z REV. LEFT</p>	 <p>VS 3-4 SK STG</p> <p>CI LEFT TOM FK DIVE 25 Z REV. RT</p>
PWR BLOCK FORCE	FK DIVE 24/25 QB MAKE <u>SHORT</u> PITCH TO Z/X
OWR SPLIT 6-7 YDS. RUN REVERSE PATH UNDER FAKE OF F.	BC LEAD STEP=FOR SIDELINE, ALLOW ROOM FOR WR TO HAVE THE RIGHT OF WAY UNDER YOU. MAKE GOOD FAKE. NOTE=BALL WILL BE PITCHED TO WR UNDER YOU.
Y DRIVE BLOCK	
PT SIMULATE DIVE 24/25. PEEL AND LEAD ON SECOND FORCE.	
PG SIMULATE DIVE 24/25 HOOK ASSIGNED MAN	
C SIMULATE DIVE 24/25 HOOK ASSIGNED MAN	RB SLIGHT LATERAL STEP=DRIVE FOR INSIDE LEG OF TACKLE. MAKE GOOD HARD FAKE INTO L.O.S.
OFG SIMULATE DIVE 24/25 HOOK ASSIGNED MAN	
OFT SIMULATE DIVE 24/25 HOOK ASSIGNED MAN	
BLOCKING VARIATIONS	

<p>VS 4-3</p> <p>CI LT</p>	<p>CI RT</p> <p>VS 3-4</p>
<p>VS KC</p> <p>SPLIT LEFT Q JET</p>	<p>SPLIT RT Q JET</p> <p>VS 3-4 CRA</p>
<p>CI LT</p>	<p>CI RT</p> <p>VS 3-4 SK</p>
<p>PWR BLOCK FORCE</p>	<p>QB</p> <ol style="list-style-type: none"> 1. GOOD DIVE FAKE 2. ALERT FOR QUICK PITCH TO BALL CARRIER.
<p>OWR CUT OFF</p>	<p>BC</p> <p>LEAD STEP=FOR SIDE LINE KEEP EYE ON QB FOR PITCH.</p>
<p>Y</p> <p>SIMULATE DIVE 25/24 HOOK ASSIGNED MAN.</p>	<p>WHEN IN 3 POSITION WITH QUICK JET CALLED, BALL WILL BE SNAPPED IN THE TEEN POSITION. KEEP EYES ON PITCH</p>
<p>PT</p> <p>SIMULATE DIVE 25/24. HOOK ASSIGNED MAN</p>	
<p>PG</p> <p>SIMULATE DIVE 25/24 HOOK ASSIGNED MAN</p>	
<p>C</p> <p>SIMULATE DIVE 25/24 HOOK ASSIGNED MAN</p>	
<p>OFG</p> <p>SIMULATE DIVE 25/24 HOOK ASSIGNED MAN</p>	<p>RB</p> <p>SLIGHT LATERAL STEP=DRIVE FOR INSIDE KEY OF P.S.T. MAKE A GOOD HARD FAKE THROUGH L.O.S.</p>
<p>OFT</p> <p>SIMULATE DIVE 25/24</p>	<p>BLOCKING VARIATIONS</p>

SHORT YARDAGE & GOAL LINE OFFENSE

1. SHORT YARDAGE AND GOAL LINE SITUATIONS:

- A. Short Yardage: Third down, 1 yard or less to go.
- B. Goal Line: One yard or less per down required to score.

2. OUR GOALS:

- A. Convert ALL short yardage situations into first downs or touchdowns.
- B. Convert ALL goal line situation into touchdowns.
(Don't be satisfied with three points).

3. SHORT YARDAGE RULES:

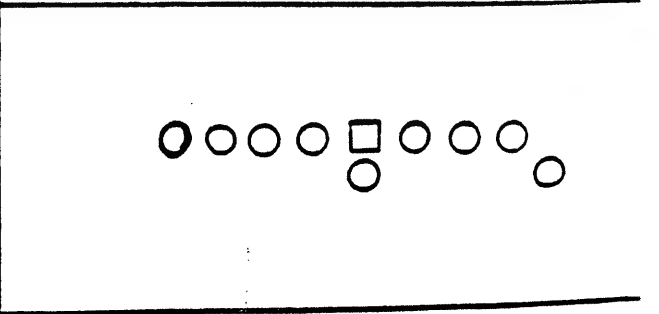
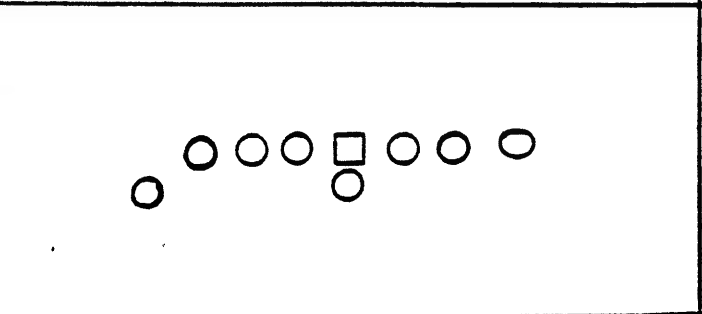
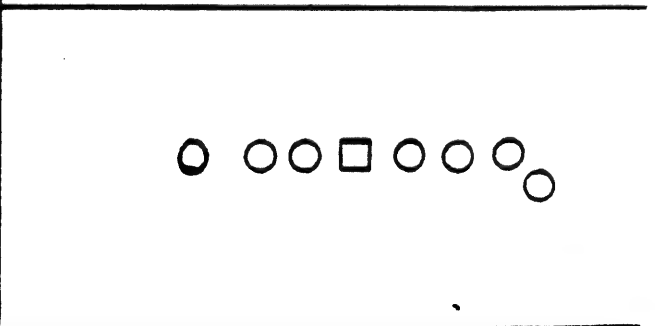
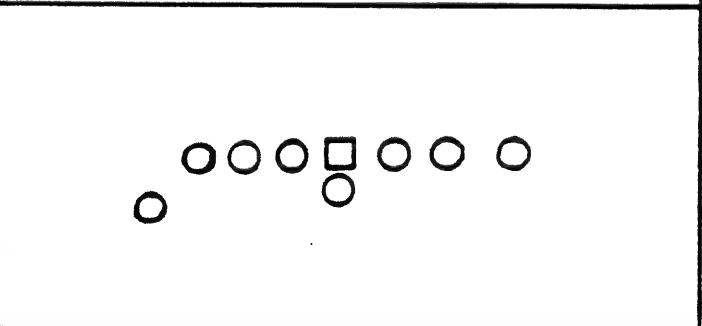
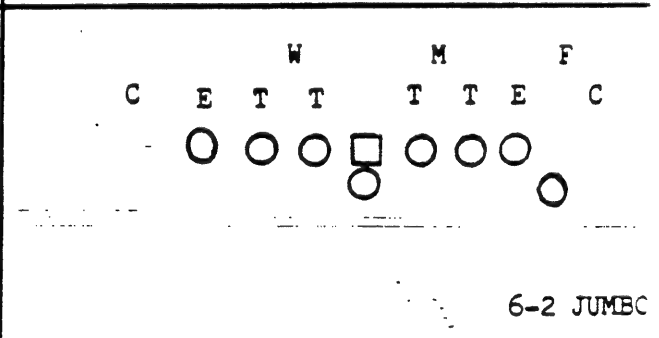
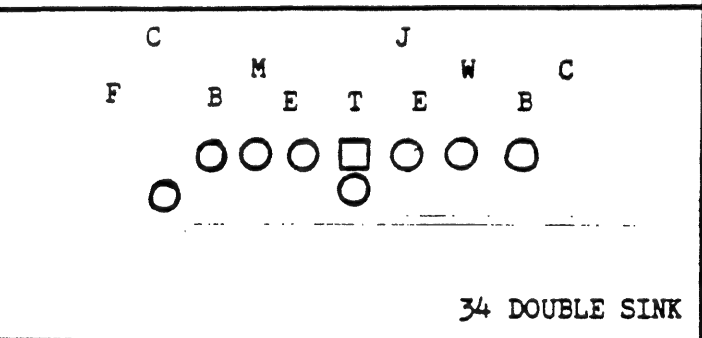
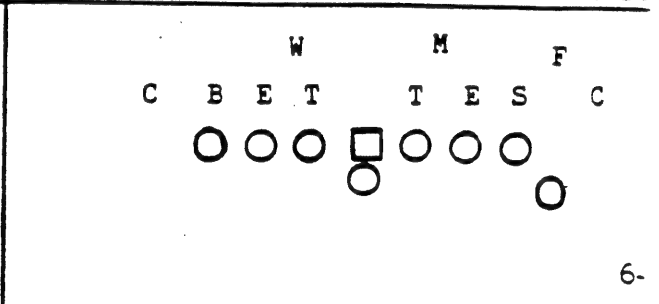
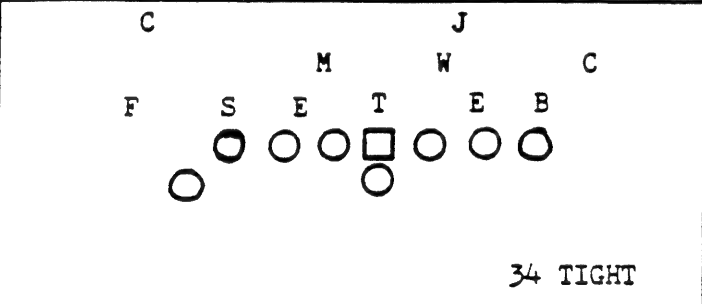
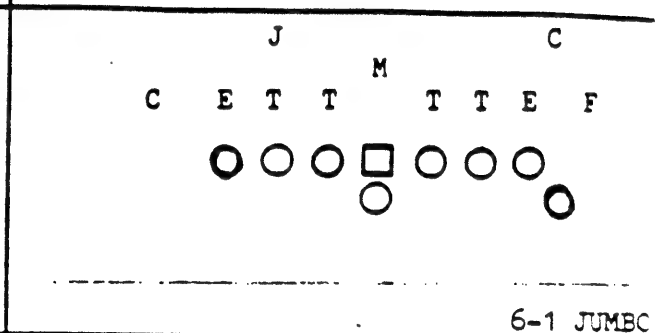
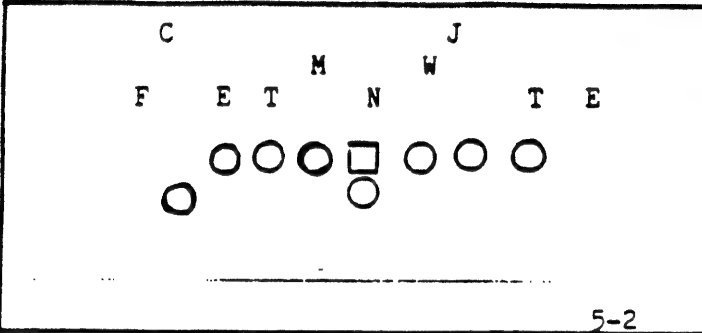
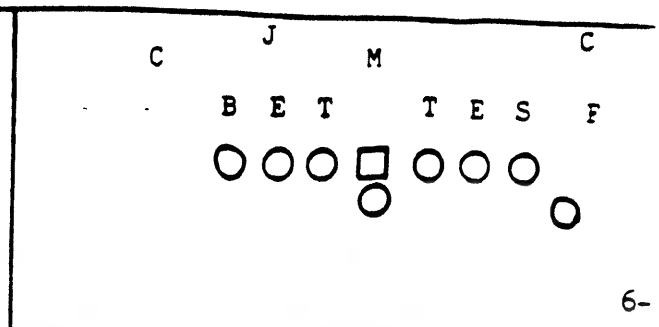
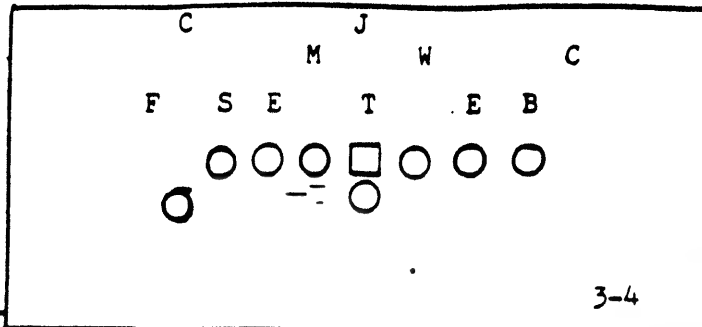
- A. Quarterback will call "Short Yardage" in the huddle.
- B. Line adjust splits and stance. Get more of the ball?
- C. Flank take the "close" position when necessary.
- D. Backs adjust alignment.

4. SHORT YARDAGE MUST:

- A. Defeat your man physically (No finesse).
- B. No penalties
- C. No missed assignments.
- D. All out effort.

-
- 5. If requirement is 12" or less, our #1 consideration is the QB sneak.

GOALLINE AND SHORT YARDAGE FRONTS



GOAL LINE AND SHORT YARDAGE RUNS

(FAKE FLOW 14/SLANT 44 LEAD) SNEAK AT 1 (FAKE FLOW 15/SLANT 45 LEAD) SNEAK AT 0

FLOW 34/35 14/15 LEAD. SLANT 44/45 LEAD

RIDE 16/17 46/47 LEAD

RIDE 17/16 47/46 EXPLODE BOSS

RIDE 18/19 38/39 PINCH INSIDE

RIDE 19/18 39/38 INSIDE

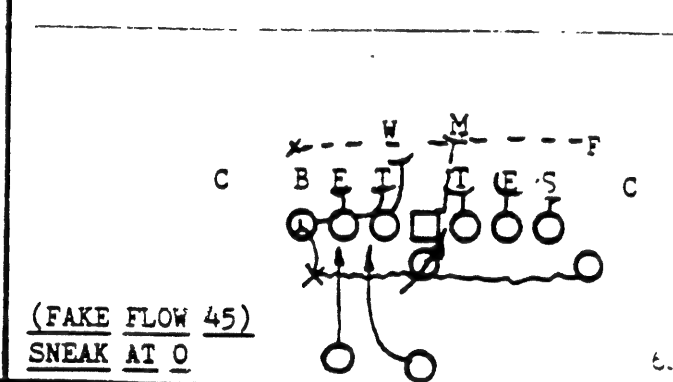
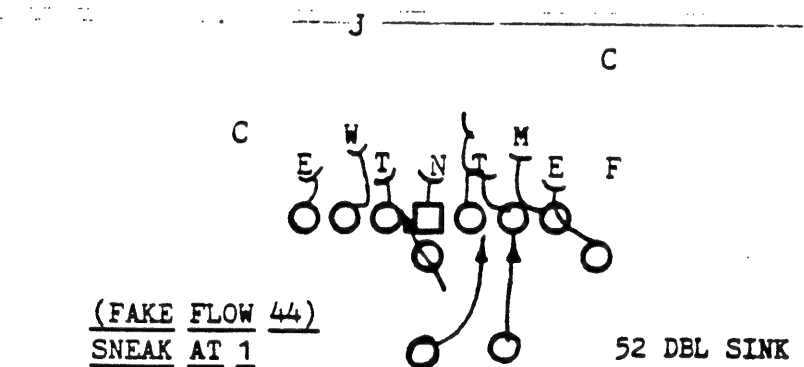
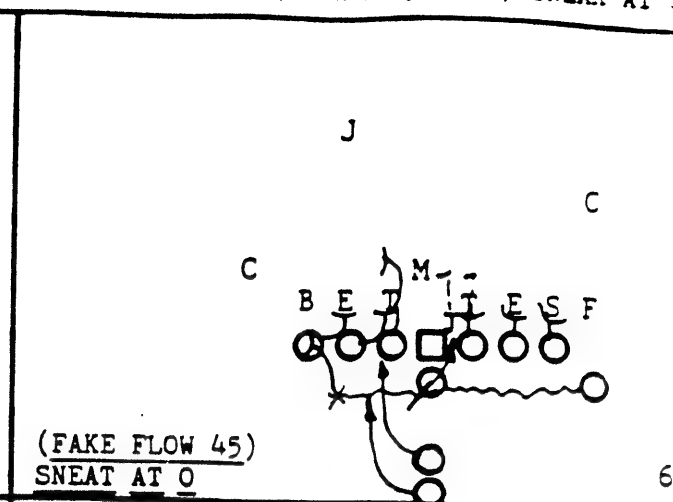
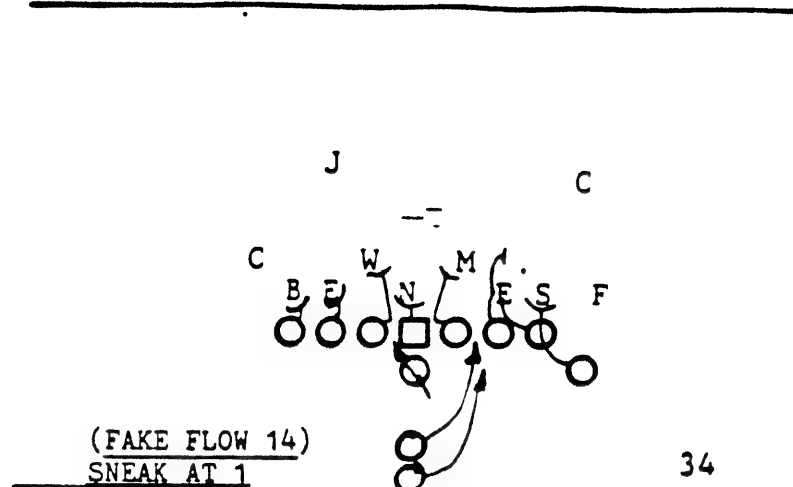
RIDE 39/38 OUTSIDE

TOSS 20/21 ZAP TRAP

TOSS 20/21 ZAP TRAP - OPTION AT 8

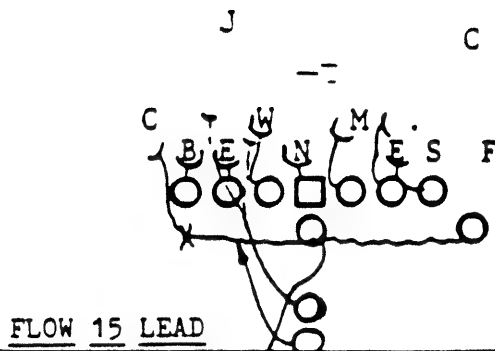
4 (FAKE FLOW 14/SLANT 44 LEAD) SNEAK AT 1

(FAKE FLOW 15/SLANT 45 LEAD) SNEAK AT C



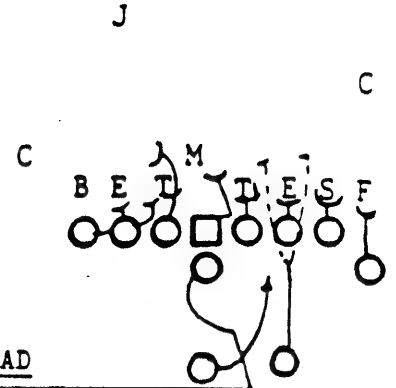
ASSIGNMENTS

- Y - EAT, LOAD
- PT - INSIDE DRIVE
- PG - INSIDE DRIVE, IF COVERED
VS 3-4 LOOK, BASE LOU OR RAY
- C - DRIVE BLOCK
- OFG - BASE LOU OR RAY - VS 3-4 LOOK
WEDGE TAG - IF COVERED
- OFT - VS 34 LOOK, EAT TECHNIQUE
IF GUARD IS COVERED, WEDGE TAG
- Z - SEAL TO TE
- X - INSIDE DRIVE
- QB - REVERSE PIVOT - DEEP HANDOFF - FAKE PASS
- BC - HB - FAKE HARD PLAY CALLED TO DRAW LB's WITH YOUR MOVEMENT
- RB - FB - FAKE HARD PLAY CALLED TO DRAW LB's WITH YOUR MOVEMENT



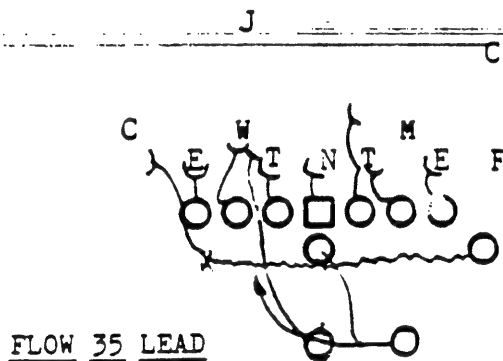
FLOW 15 LEAD

34



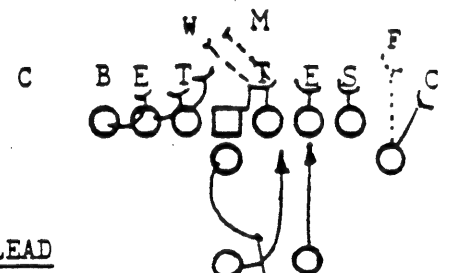
SLANT 44 LEAD

6



FLOW 35 LEAD

52 DBL SINK

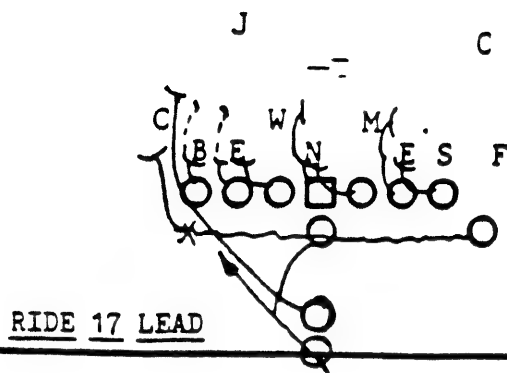


SLANT 44 LEAD

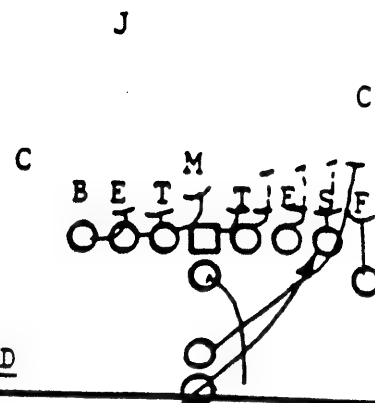
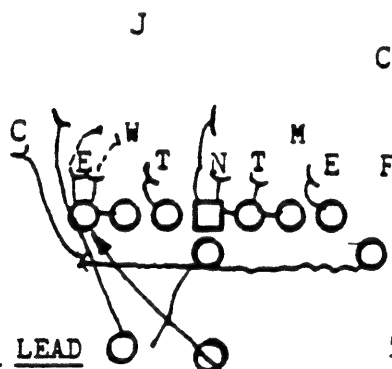
6

ASSIGNMENTS

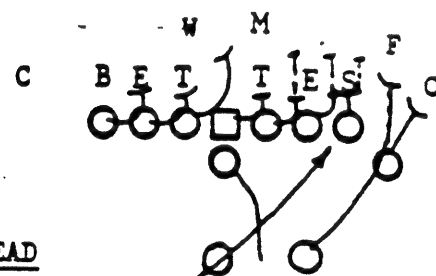
- Y - PLAY TOWARD - INSIDE DRIVE, BASE EAT
PLAY AWAY - EAT, LOAD
- PT - BASE TAG, BASE EAT, INSIDE DRIVE
- PG - BASE TAG, BASE LOU OR RAY
- C - BASE LOU OR RAY.
BS 6-2, MUST CHOOSE BEST WAY TO BLOCK OFF LB. (MAN, LOU, RAY)
- OFG - WEDGE TAG, BASE LOU OR RAY - LOAD
- OFT - WEDGE TAG, EAT, (LOAD VS 6-2)
- Z - INSIDE DRIVE MOST DANGEROUS MAN OUTSIDE TE
- X - PLAY TOWARD - INSIDE DRIVE, BASE EAT.
PLAY AWAY - EAT, LOAD
- QB - REVERSE PIVOT
- BC - SHORT ROLL STEP, KEY FB'S PATH FOR HOLE
- RB - SPRINT SPOT: TAIL OF P.S.T. KEY P.S.T.'S BLOCK FOR PATH TO SECOND LAYER.

RIDE 17 LEAD

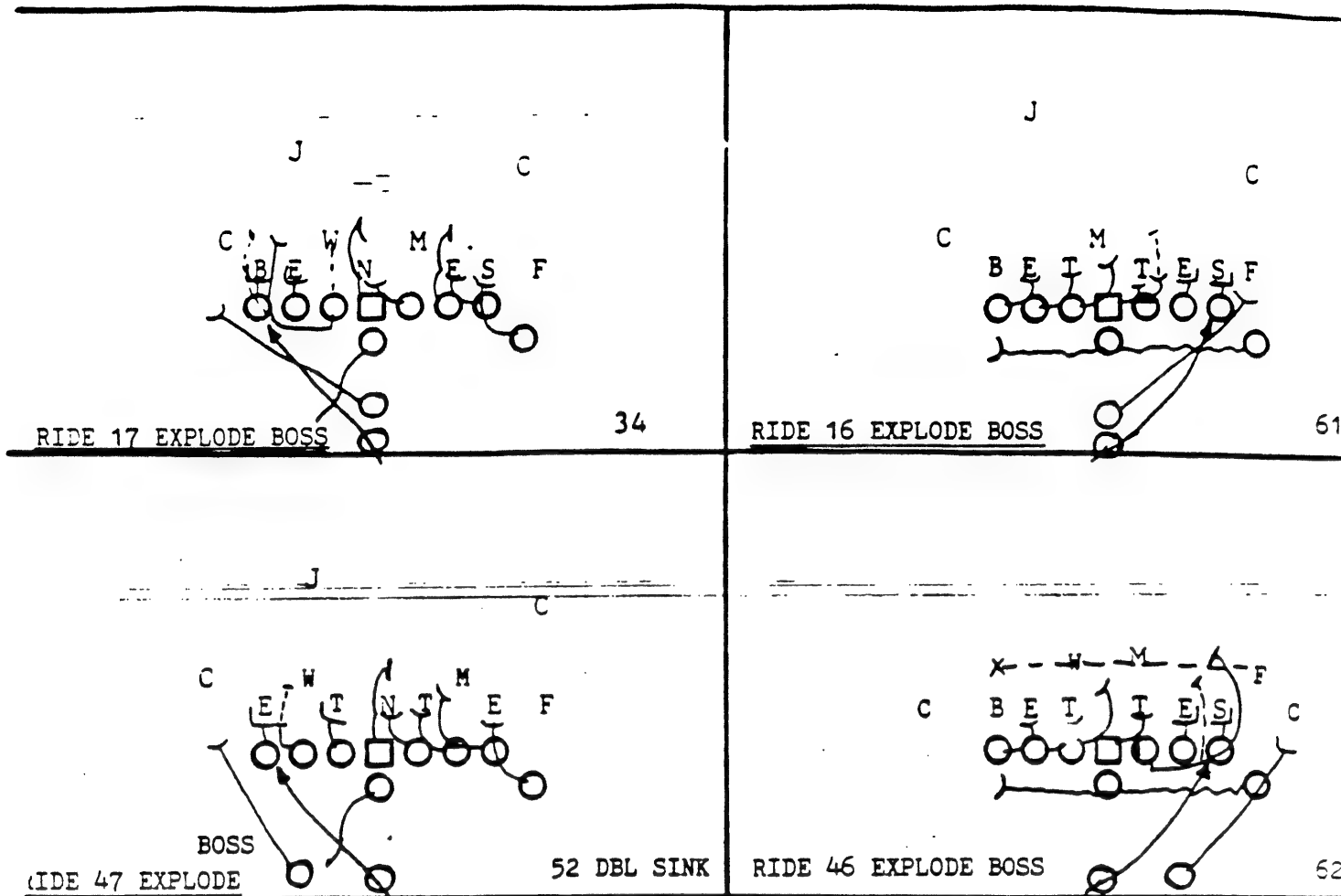
34

RIDE 16 LEADRIDE 47 LEAD

52 DEL SINK

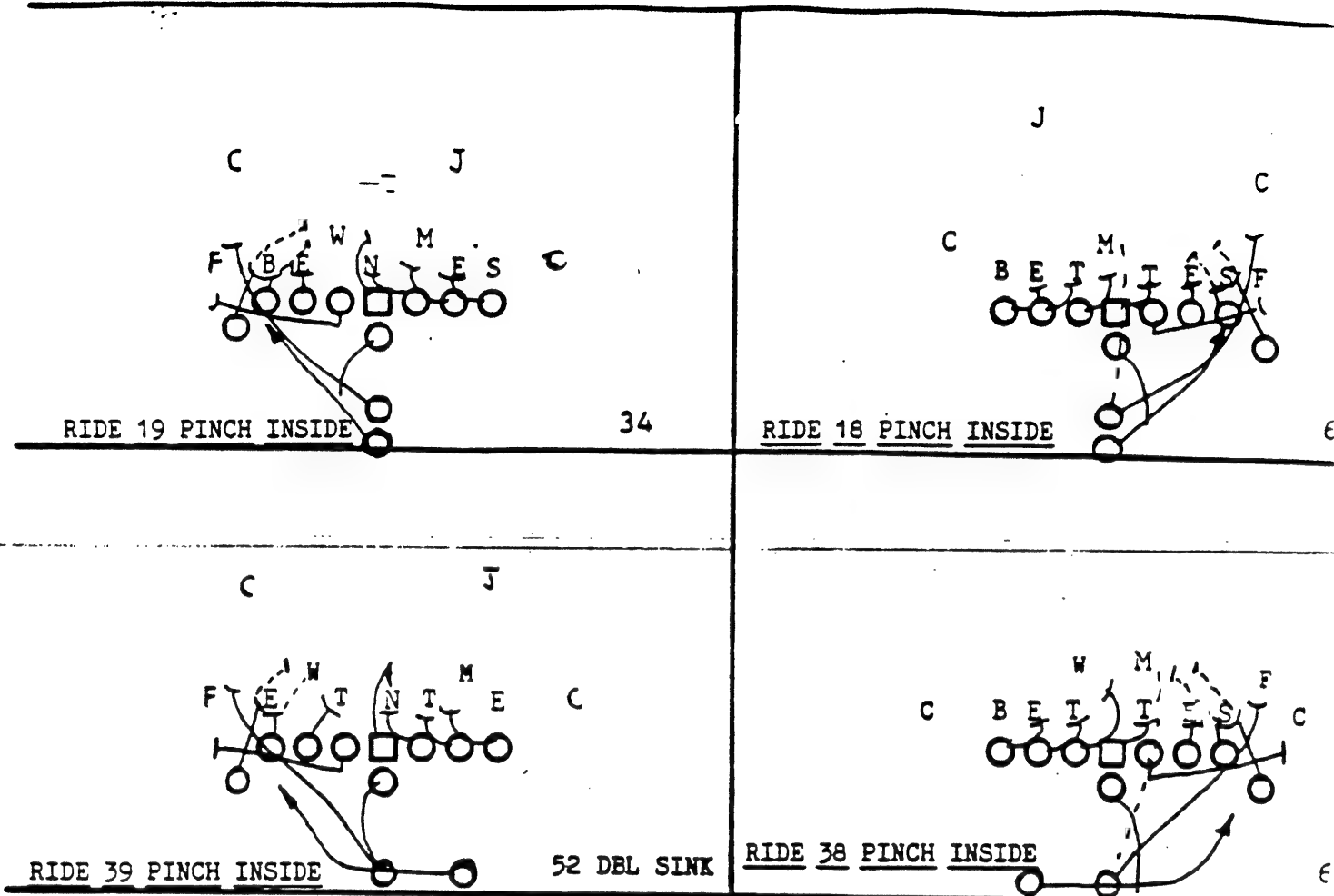
RIDE 46 LEADASSIGNMENTS

- Y - DRIVE AND HOOK, EAT - IF PLAY TOWARD
EAT, LOAD - IF PLAY AWAY
- PT - DRIVE AND HOOK TAG, EAT
- PG - WEDGE LOU OR RAY, TAG, EAT
- C - WEDGE LOU OR RAY, TAG, EAT
- OFG - WEDGE LOU OR RAY, LOAD
- OFT - EAT, LOAD
- Z - INSIDE DRIVE CORNER
- X - EAT, LOAD - IF PLAY AWAY
DRIVE AND HOOK, EAT - IF PLAY TOWARD
- QB - OPEN TO B.C.
- BC - EXPLODE TO TAIL OF Y MAN, KEY Y'S BLOCK. RUN TO DAY LIGHT
- RB - LEAD FOR TAIL OF Y MAN, KEY Y'S BLOCK FOR PATH TO SECOND LAYER
ALWAYS CLEAN UP L.O.S.



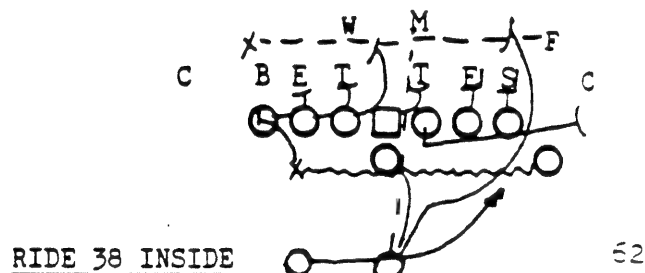
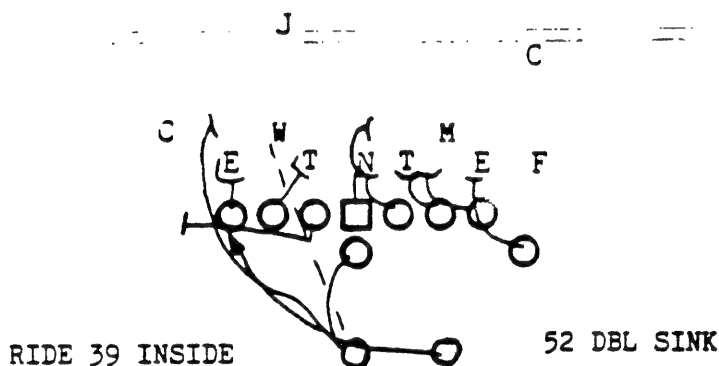
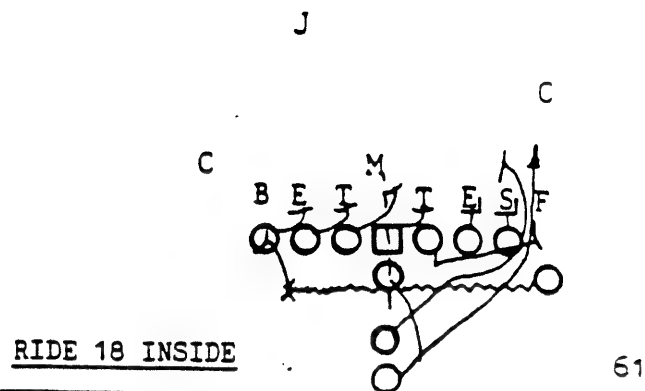
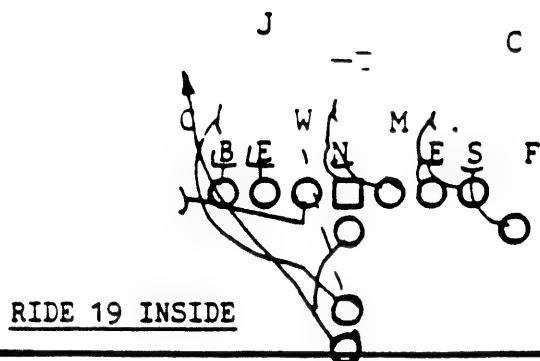
ASSIGNMENTS

- Y - DRIVE AND HOOK, EAT - IF PLAY TOWARD
EAT, LOAD - IF PLAY AWAY
- PT - MAKE PROPER CALLS EAT, TAG, LOU OR RAY, MAN) (FRISCO)
DRIVE AND HOOK.
- PG - ON MAN CALL, OPTION PULL TO PLB.
EAT, TAG, LOU OR RAY
- C - WEDGE LOU OR RAY
VS 6-2 REACH ON MAN 9FRISCOO CALL
- OFG - LOU OR RAY, VS 3-4 LOOK. LOAD
- OFT - EAT, LOAD
- Z - SEAL TO TE
DRIVE AND HOOK, EAT - IF PLAY TOWARD
- X - EAT, LOAD - IF PLAY AWAY
- QB - OPEN TO B.C.
- BC - EXPLODE AT OUTSIDE LEG OF X MAN. KEY X MAN BLOCK FOR HOLE
- RB - EXPLODE TO OUTSIDE LEG OF X MAN. BLOCK LOU. TAKE HIM IN LINE
OF CHARGE.



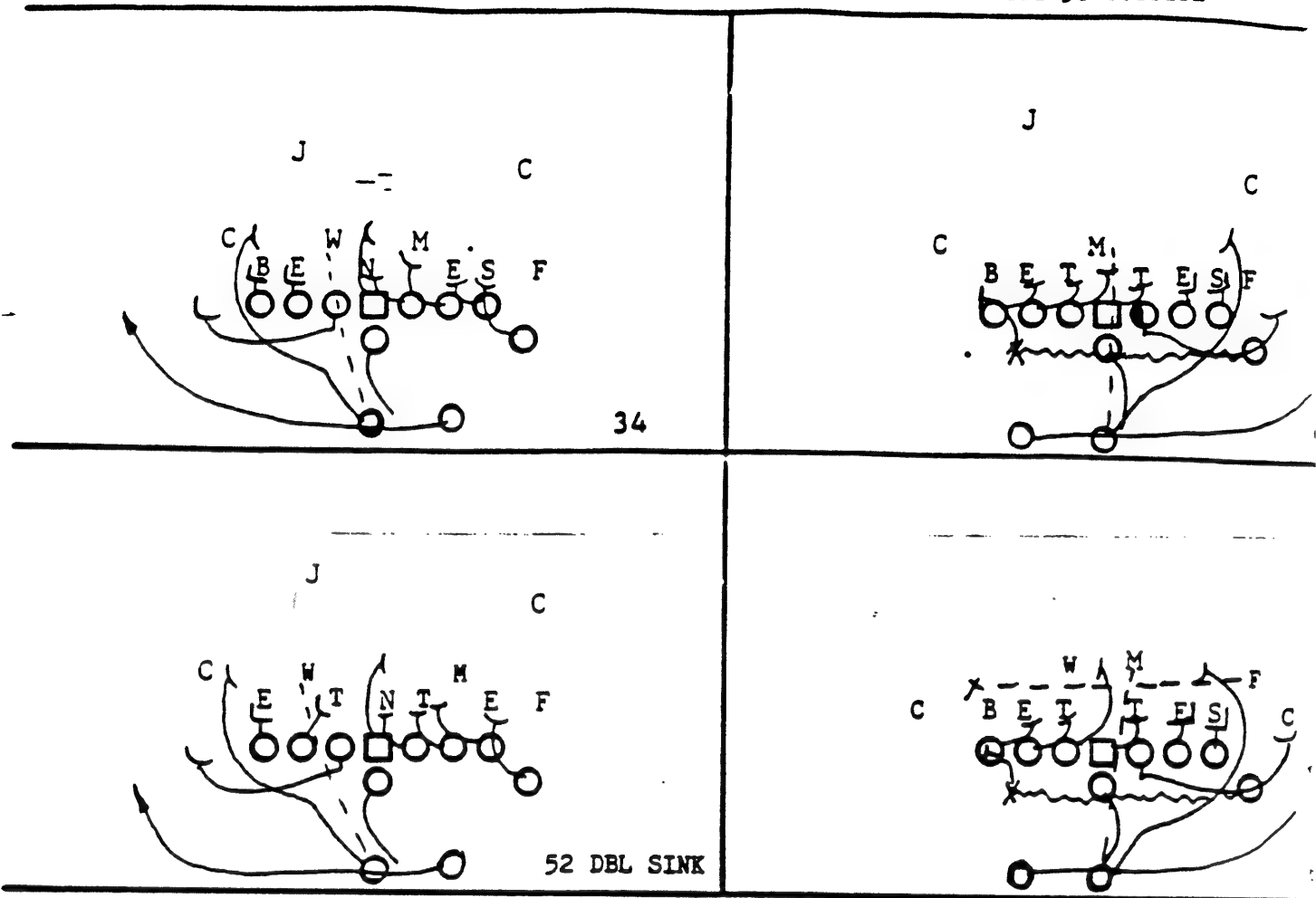
ASSIGNMENTS

- Y - PLAY TOWARD - PINCH BLOCK MAN ON.
- PLAY AWAY - LOAD
- PT - DRIVE AND HOOK. IF UNCOVERED BLOCK DOWN
- PG - PULL AND TRAP FORCE
- C - VS EVEN, REACH MAN ON P.G.
LOAD
- OFG - LOAD
- OFT - LOAD
- Z - PINCH BLOCK MAN ON TE
- X - PLAY TOWARD - PINCH BLOCK MAN ON PLAY AWAY - LOAD
- QB - OPEN TO B.C.
- BC - EXPLODE AT OUTSIDE LEG OF P.S.G. KEY PULLING GUARD AND
PINCH BLOCK FOR HOLE.
- RB - SHORT STEP UP WITH NEAR FOOT. CHECK P.S.G. AREA FOR RUN THROUGH,
N/T LEAD AROUND FOR MAC, OR 1st COLOR IN HOLE



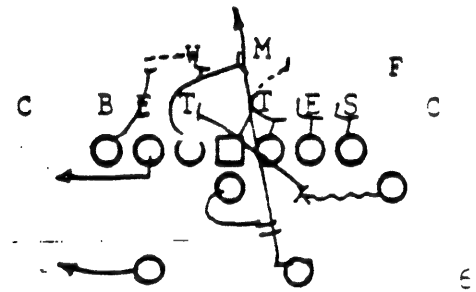
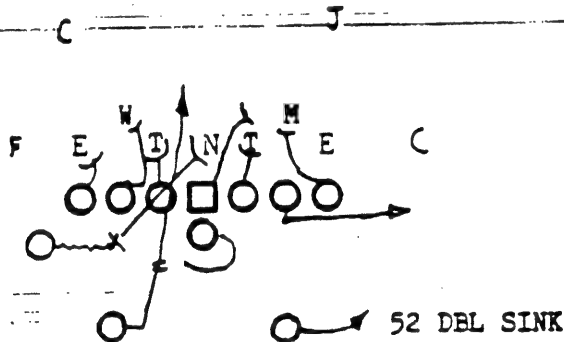
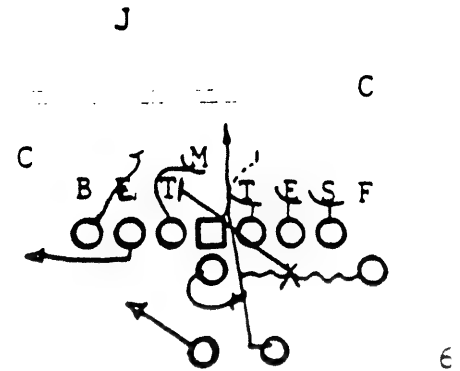
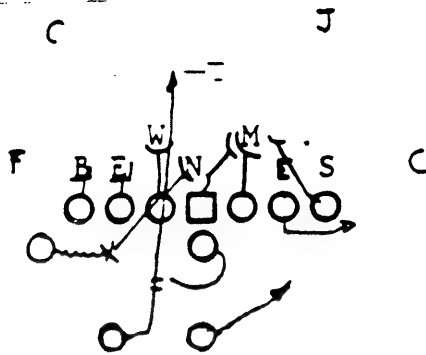
ASSIGNMENTS

- Y - DRIVE AND HOOK - IF PLAY TOWARD
EAT, LOAD - IF PLAY AWAY
- PT - DRIVE AND HOOK. IF UNCOVERED, BLOCK DOWN
- PG - PULL AND TRAP FORCE
- C - WEDGE LOU OR RAY, LOAD
- OFG - LOAD, WEDGE LOU OR RAY
- OFT - LOAD, EAT
- Z - SEAL TO TE
- X - DRIVE AND HOOK - IF PLAY TOWARD
EAT, LOAD - IF PLAY AWAY
- QB - OPEN TO B.C.
- BC - EXPLODE AT OUTSIDE LEG OF P.S.G. - KEY PULLING GUARD AND FB'S
BLOCK TO HOLE.
- RB - SHORT STEP UP WITH NEAR FOOT CHECK P.S.G. AREA FOR RUN THROUGH,
N/T LEAD AROUND FOR WILL OR JILL.



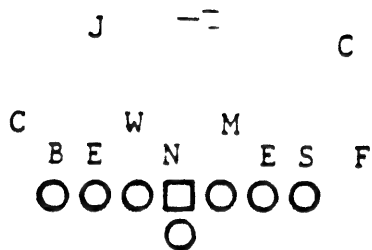
ASSIGNMENTS

- Y - PLAY TOWARD - HOOK
PLAY AWAY - LOAD
- PT - HOOK, IF UNCOVERED BLOCK DOWN
- PG - PULL AND HOOK FORCE
- C - REACH PLAYSIDE GUARDS MAN VS EVEN
LOAD VS ODD
- OFG - LOAD
- OFT - LOAD
- Z - SEAL TO TE
- X - PLAY TOWARD - HOOK
PLAY AWAY - LOAD
- QB - QUICK FAKE TO FB - MESH WITH B.C.
- BC - EXPLODE AT OUTSIDE LEG OF P.S.G. KEY PULLING GUARD & FB's BLK FOR HOLE
OPPOSITE FORM. LEAD STEP TO SIDE LINE. RUN FOR FLAG UNLESS YOU ARE FORCED INSIDE.
- RB - SHORT STEP UP WITH NEAR FOOT, CHECK P.S.G. AREA FOR RUN THROUGH, N/T
LEAD AROUND FOR 1st INSIDE COLOR.

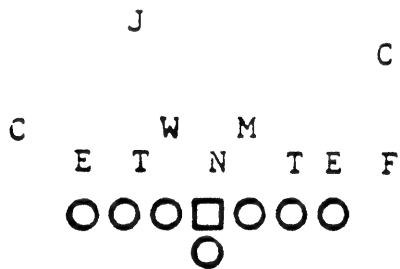
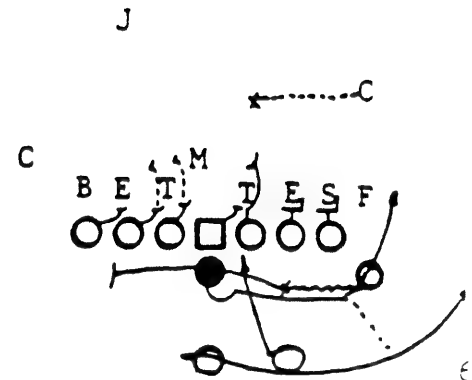


ASSIGNMENTS

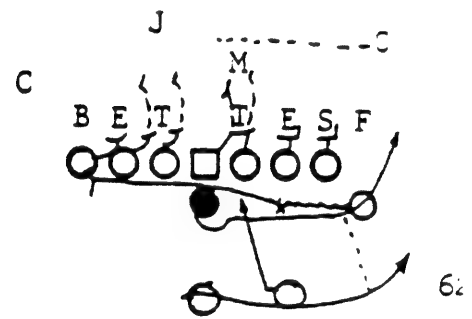
- Y - HOOK
- PT - INSIDE DRIVE
- PG - INSIDE DRIVE, WEDGE TAG
- C - HARD INFLUENCE ON NOSE, LOU OR RAY WITH OFF G
- OFG - VS 3-4, LOOK MAN BLOCK LB.
COVERED, LOU OR RAY WITH CENTER
- OFT - PULL TO INFLUENCE
- Z - SHORT JET, TRAP NOSE VS ODD LOOK, TRAP P.S. DEF LINEMAN VS EVEN
- X - INSIDE RELEASE BLOCK ONSIDE LB TO JILL
- QB - FAKE TOSS - MESH WITH B.C.
- BC - SLIGHT LATERAL STEP TO ALLOW QB TO GET AROUND, DRIVE FOR HOLE,
KEY ZAP BLOCK. RUN TO DAY LIGHT.
- RB - DRIVE HARD AWAY FROM CALL, MAKE GOOD TOSS FAKE.



34



52

ASSIGNMENTS

- Y - HOOK
- PT - HOOK
- PG - LOU/RAY TO ONSIDE LB, FRANK
- C - LOU/RAY TO ONSIDE LB, FRANK
- OFG - LOAD TO OFF LB
- OFT - LOAD TO OFF LB
- Z - FAKE ZAP TRAP - PROTECT OFFSIDE
- X - LOAD
- QB - FAKE ZAP TRAP - OPTION CORNER FORCE
- BC - JAB TO FAKE TOSS, GET IN PHASE WITH QB. CATCH OPTION PITCH. SCORE
- RB - FAKE ZAP TRAP

SHORT YARDAGE/GOAL LINE

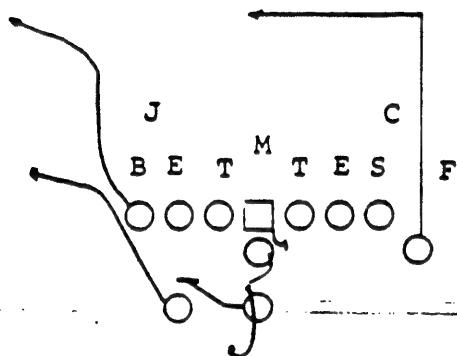
PASS

SLANT 47 - 706 ARROW
SLANT 47 - 706 ARROW (ZOOM)
FLOW 36 - 072 ARROW (ZOOM)
FLOW 36 - 706 ARROW (ZOOM)
FLOW 36 - 706 ARROW
FLOW 37 - 706 ARROW
FLOW 36 - 072 ARROW (ZOOM)
FLOW 37 - 706 ARROW (ZOOM)
DIVE 21 - 706

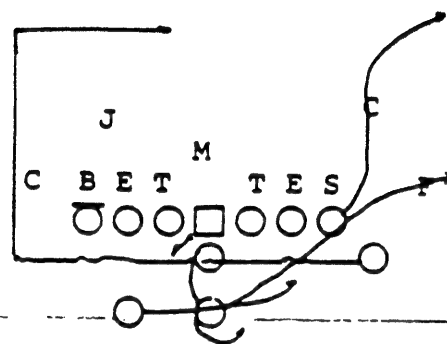
FLOW 36 - ZERO - ZERO - ZERO 6
SLANT 46 - 014 SHOOT
SLANT 46 - 072 ARROW
SLANT 46 - 018 STOP
RIDE 38 - 088 F CROSS
SLANT 47 - 708 ARROW CHOICE - H ARROW
SLANT 47 - 017 ARROW
SPRINT AT 8 - DOUBLE OH 7 H ARROW
SLANT 47 - 778 ARROW
SLANT 46 - ZERO - ZERO - Y BEHIND ARROW
GOAL LINE PASS - ROLL RIGHT

~~SLANT 47 - 017 ARROW X SNEAK~~

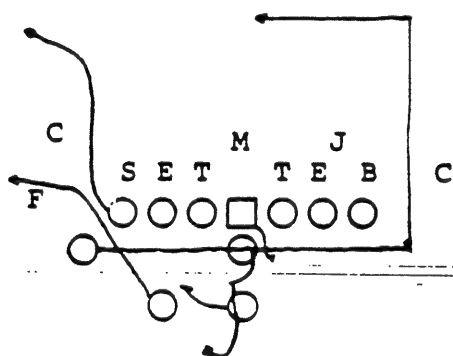
GOAL LINE PASS - ROLL LT
DIVE 15 720
BRONCO SPECIAL



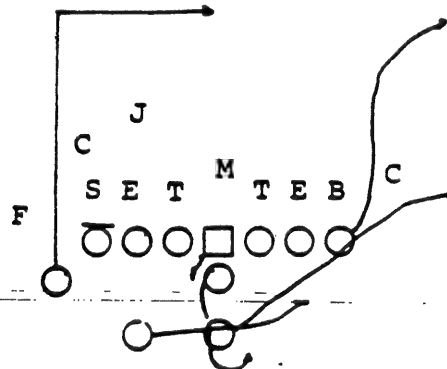
OPPOSITE RIGHT TUFF
PASS SLANT 47 - 706 ARROW



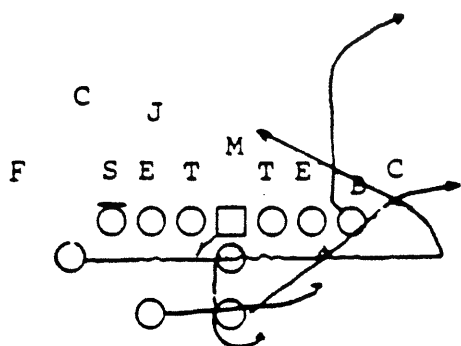
STRONG LEFT TUFF ZOOM
PASS FLOW 36 - 706 ARROW



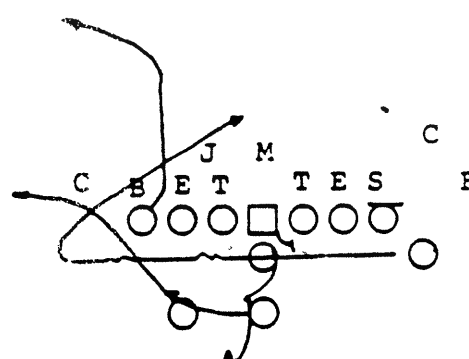
OPPOSITE RIGHT TUFF ZOOM
PASS SLANT 47 - 706 ARROW



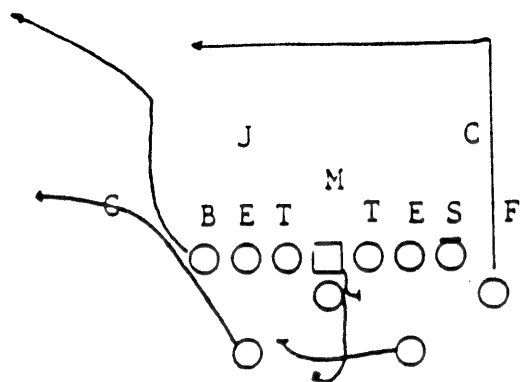
STRONG LEFT TUFF
PASS FLOW 36 - 706 ARROW



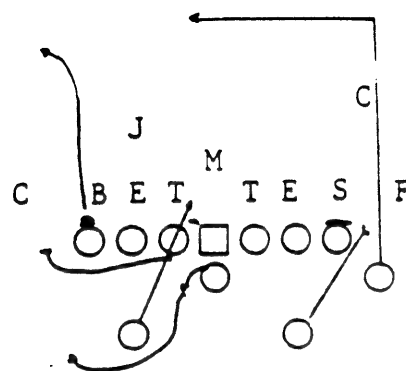
OPPOSITE RIGHT TUFF ZOOM



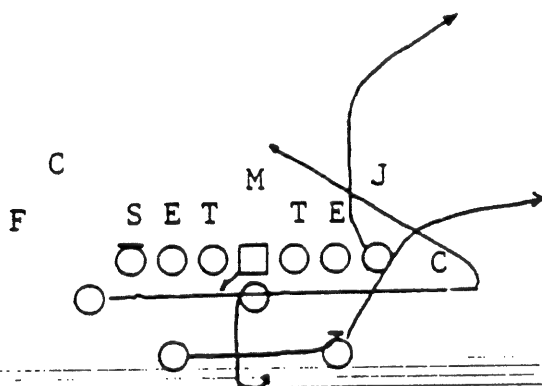
STRONG LEFT TUFF ZOOM



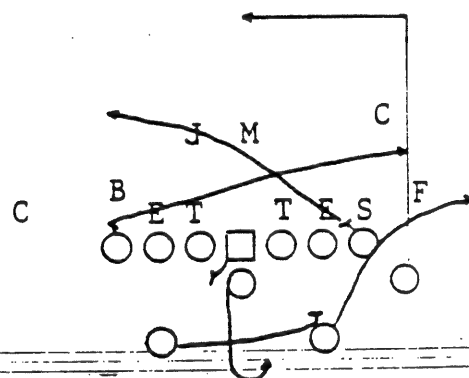
SPLIT RIGHT TUFF
PASS FLOW 37 - 706 ARROW



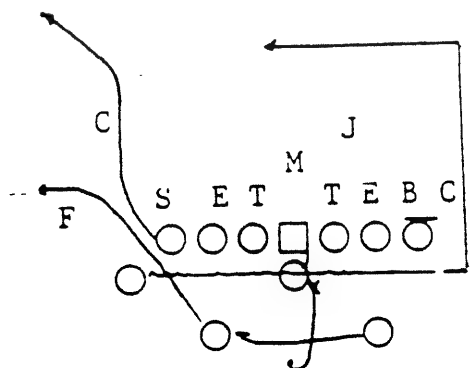
SPLIT RIGHT TUFF
PASS DIVE 21 - 706



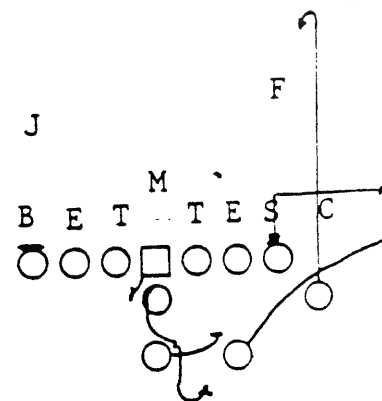
SPLIT RIGHT TUFF ZOOM
PASS FLOW 36 - 072 ARROW



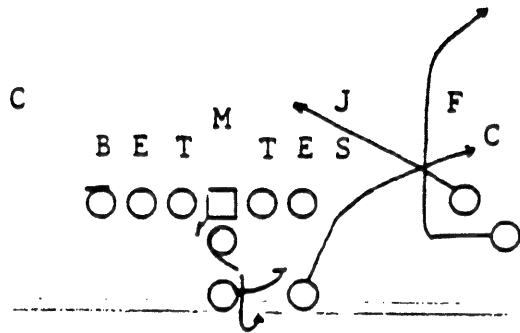
SPLIT RIGHT TUFF
PASS FLOW 36 - ZERO-ZE



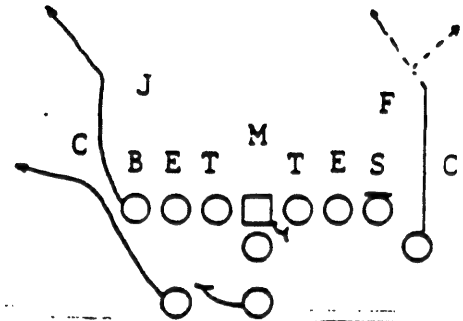
SPLIT RIGHT TUFF ZOOM
PASS FLOW 37 - 706 ARROW



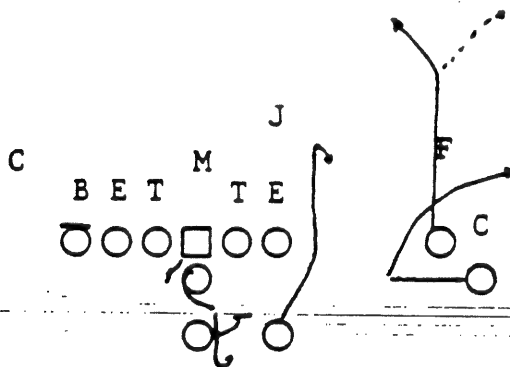
STRONG RIGHT TUFF
PASS SLANT 46 - 014 S



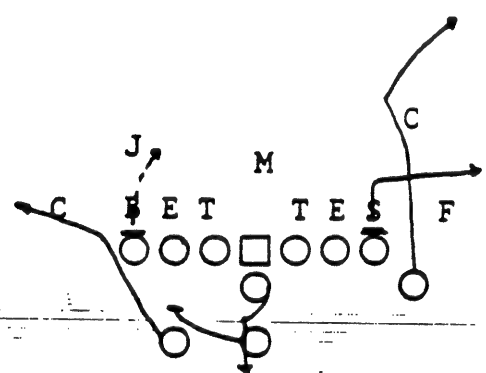
ZIN OPPOSITE LEFT SLOT
PASS SLANT 46 - 072 ARROW



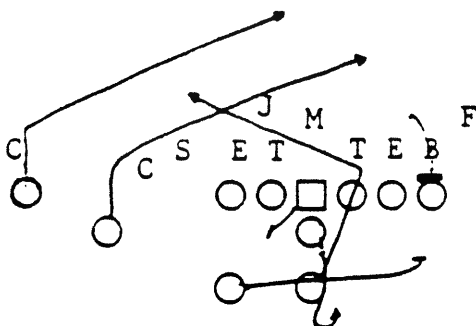
OPPOSITE RIGHT TUFF
PASS SLANT 47 - 708 ARROW CHOICE



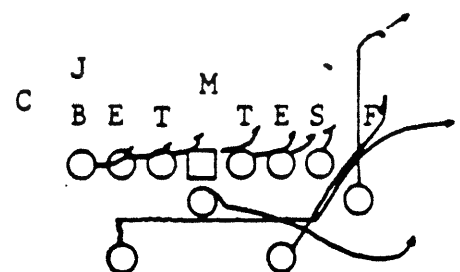
ZIN OPPOSITE LEFT SLOT
PASS SLANT 46 - 018 STOP



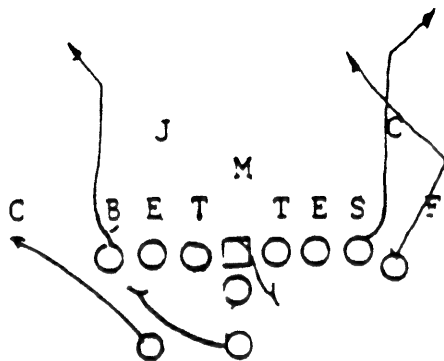
OPPOSITE RIGHT TUFF
PASS SLANT 47 - 017 ARROW



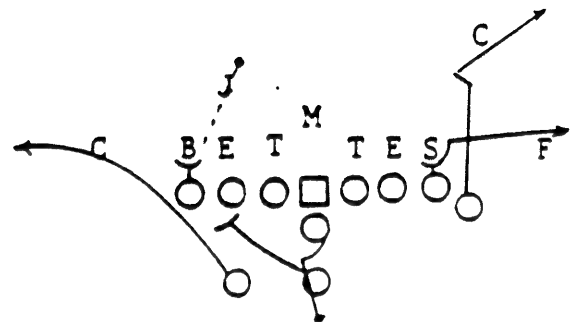
OPPOSITE RIGHT SLOT
PASS RIDE 38 - 088 F CROSS



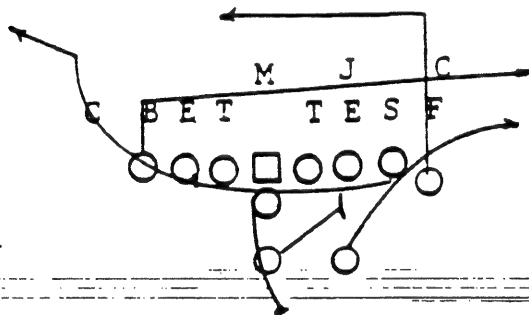
MOTION STRONG RIGHT TUFF
SPRINT AT 8 - DOUBLE OH 7 H ARROW



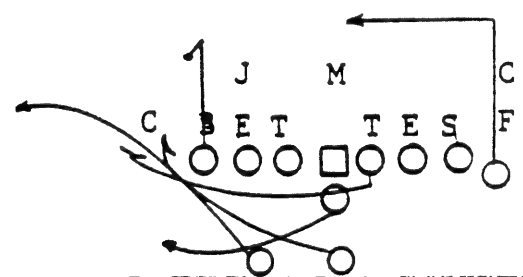
OPPOSITE RT TUFF
PASS SLANT 47 - 778 ARROW



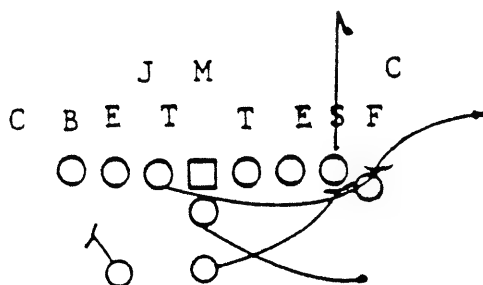
OPPOSITE RIGHT TUFF
PASS SLANT 47 017 ARROW X-SNEAK



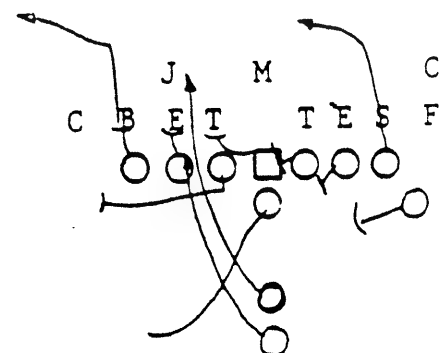
STRONG RT TUFF
PASS SLANT 46 - ZERO-ZERO 6 Y BEHIND
ARROW



OPPOSITE RIGHT TUFF
GOAL LINE PASS - ROLL LT



OPPOSITE RIGHT TUFF



I RT TUFF

BILLS PASSING PHILOSOPHY

1. We are a pattern football team in contrast to an individual route passing team.
2. We are a timed passing game team.

Q.B. RESPONSIBILITIES

1. To visualize route vs. coverage.
2. To eliminate receivers.
3. To throw to the open receiver with the proper timing and trajectory.

RECEIVER RESPONSIBILITIES

1. To create passing lanes.
2. To get open.
3. To catch the ball.
4. To stop interceptions.
5. To show the Q.B. that the route is not good vs. a particular coverage..

There will be several types of passes in our offense:

1. **DROP BACKS** Thrown by the QB who retreats straight back inside a protective cup formed by the linemen and the blocking backs.
2. **PLAY PASSES** Whereby the fake of a running play occurs but a pass develops. Protection schemes will vary according to the type of play passing occurring.
3. **SCREENS** We have two types of screens.
 1. Delayed types with a pass thrown to a receiver at a designated spot behind the L.O.S. with several linemen releasing in front of the receiver to provide blocking. These can be thrown from a drop back or play action look.
 2. Quick Screens are thrown to split-receivers off of a play action fake with linemen pulling out to get in front of the receiver

4. SPECIAL PASSES: Passes, usually play action, which do not fit into any other definable category. These are mostly gadget-type, goal line or short yardage passes.
5. DASH : Passes where the QB takes 5 steps back in the pocket in order to lure the rushers up field then breaks contain to the H back's side of the formation.
6. ROLL : Passes where the QB takes 5 steps back in the pocket in order to lure rushers up field then breaks contain to the F back's side of the formation.
7. WAGGLE : Passes where the QB fakes to a Running Back and sets up at a prescribed depth inside the tackle box, with both backs flowing away from his set-up.
8. SPRINT : Passes where the QB presses the corner and throws on the run.

PASS TERMINOLOGY

1. ROUTE : Prescribed technique of an individual receiver including Split, Release, Approach, Stick, Breaking Point, and Adjustment.
2. PATTERNS : Combination of routes by receivers and backs.
3. SWING CONTROL : Back in pass pattern to defeat defensive coverage or personnel.
4. ROUTE ELEMENTS:
 - A. SPLIT - Position of ball and individual route will determine split distance.
 - B. RELEASE - A maneuver by a receiver out of his stance when covered tightly by a linebacker or defensive back; either a finesse-type move or an aggressive power-type move attempting to quickly escape the defender. If you have a free release (no defender on you) it must be an acceleration up field for at least 8 yards.
 - C. APPROACH - A term describing the receiver's move on a particular route, i.e. run a 6 Route with an 8 Approach.
 - D. STICK - Last three steps of the approach that drives at the defender to push, freeze or influence him before the break. These include:

1. WEAVE - An angled attack to the route (from 30° to 90°) to create separation from the defender.
2. CHANGE OF PACE - Gives the impression to the defender that the receiver is slowing down for a break in, out or back to the ball. The idea is to get the defender to relax or slow down.
3. PHONY ACCELERATION - This is the opposite of a change of pace. It is a three step move where the receiver gets low by bending his knees. He brings his hands to his armpits using a 1, 2, 3, pumping motion and moves his feet at the same tempo as his hands. This gives the illusion of hard up field move.
4. "SQUIRT" - The loop is a three step move started on the foot to the side of the break. On the third step the receiver loops back to his original direction.

E. BREAKING POINT - A critical point vertically up the field from the L.O.S. where the receiver makes his cut. This point will be described in relation to the numbers.

1. JAB - A definite one step fake. It attempts to freeze or turn a defender at the breaking point.
2. DOUBLE JAB - Fake leading into a breaking point. The first step toward the break, the second away rolling head and shoulders to freeze the defender, then accelerate into the route off the second step.

F. ADJUSTMENTS

1. ZONE ADJUSTMENT - Technique vs Cleo when a 1, 3, or 5 Route has been called to an outside receiver. Take an outside release and get no closer than 5 yards from the sideline when turning upfield. The emphasis is on width then depth.
2. O.S. - Techniques vs. Press when a 1 & 3 Route has been called to an outside receiver. Make an inside fake then release quickly upfield leaving the sideline for the QB to throw the ball over your outside shoulder.

3. RUN AWAY - A technique employed on a "middle" four route or an outside six route vs Press technique, the technique requires the receiver to get a vertical release on the defender into a trail technique to an 8 yard depth, then break across the field gaining depth as you go.
4. SIGHT ADJUST - It is the responsibility of either the single or middle receiver to recognize a blitz to his side and release into a prescribed blitz route.
5. GO - A call by the QB to direct a receiver either in a three or four route, to fake the called route and break deep off from it.
 - (a). 4 GO - Break your 4 route at 10 yards deep and read the defender, if he jumps the route as you break, accelerate past him avoiding contact, if he is slow to react, take a hard move towards the QB, giving him time to react before turning up field. Avoid him grabbing you.
 - b). 3 GO - Break your 3 route at 8 yards deep and read the defender. If he jumps the 3 on your initial step, quickly break up field inside of him, if he chases the 3 from inside, take him three hard steps to the outside before breaking up field, avoid contact, and leave as much sideline for the QB as possible.

5. ROSE Read screen to the right
6. LILLY Read screen to the left
7. OH Term to change responsibility of Y. If OH is used in the middle of the call, (i.e. Quick 1OH1), Y has the responsibility of the F back. If OH is used at the end of the call, (i.e. Flare 866 Flat OH) it exchanges the responsibility and assignment of the Y and H back.
8. JUKE A stick move where you plant, pivot, and break back to your outside.

PASS OFFENSE MECHANICS

DROPPACK PASSING GAME

A. MECHANICS

1. The mechanics of how the pass offense is put together are structured for definition purposes into four units that are all coordinated into one clearly defined offensive play.
2. Each phase of the call directs the four units that are involved in the execution of the play.
 - (a) Quarterback
 - (b) Offensive Line
 - (c) Receivers
 - (d) Running Backs
3. Theoretically, this should eliminate any breakdowns in communications, define responsibilities and allow flexibility without taking away from execution.
4. The four categories making up each call are:
 - (a) Series
 - (b) Protection
 - (c) Pattern
 - (d) Swing Control
5. SERIES CALL
 - (a) The Series call is the first thing called by the QB when putting together a Pass Play.
 - (b) The one call takes care of defining the area of attack, the initial QB read, the depth of the QB's drop, and in most cases the protection needed.
 - (c) Ten Series
 - (1) Max : Maximum protection - no backs out
 - (2) Quick : Short Passing Game
 - (3) Firm : Medium Passing Game
 - (4) Flare : Deep Passing Game
 - (5) R "Call": Call that keeps the right back in with other back on S.P.U.
 - (6) L "Call": Call used to keep the left back in with other back on S.P.U.
 - (7) FLOOD: Weakside flood series with H back on free release, F back S.P.U. on will.

- (8) SCOT : A call toward Y that has the P.G. on double pick-up. The F back has N.S.P.U. The Y man must release inside as he may be a Hot Receiver vs. some dogs.
- (9) SCAT : A call toward an open side that has the P.G. on double pick-up. The H back has N.S.P.U. The A back must read the weak-backer as he may be a Hot Receiver.
- (10) RICKY : A series that releases the back on the right side of the formation with N.S.P.U. His release is compensated for by our uncovered Linemen, or Linemen reading for dogs from right to left, the remaining back has S.P.U. on two LB'ers his side.
- (11) LUCKY : A series that allows the back on the left side of the formation to release with N.S.P.U. his free release is compensated for by our uncovered Linemen, or Linemen reading for dogs from left to right. The remaining back has S.P.U. on two LB'ers his side.

6. PROTECTION CALL

- (a) The protection call in most cases is included in the Series Call.
- (b) The only time the protection call is not included with the Series Call is when the two series are being combined.
- (c) The first call always controls what series is being used, the second call, if made, incorporates a different technique by the pass protectors.
EXAMPLE: Flood-Quick: Means a weak flood pattern is being used and a quick set technique is being utilized.
- (d) Protection calls in the Huddle
 - (1) STAR: Back aligned to the strength and the guard have dual read on inside to outside LB'er.
 - (2) WAR : Back aligned away from strength and the guard have dual read on inside to outside LB'er.

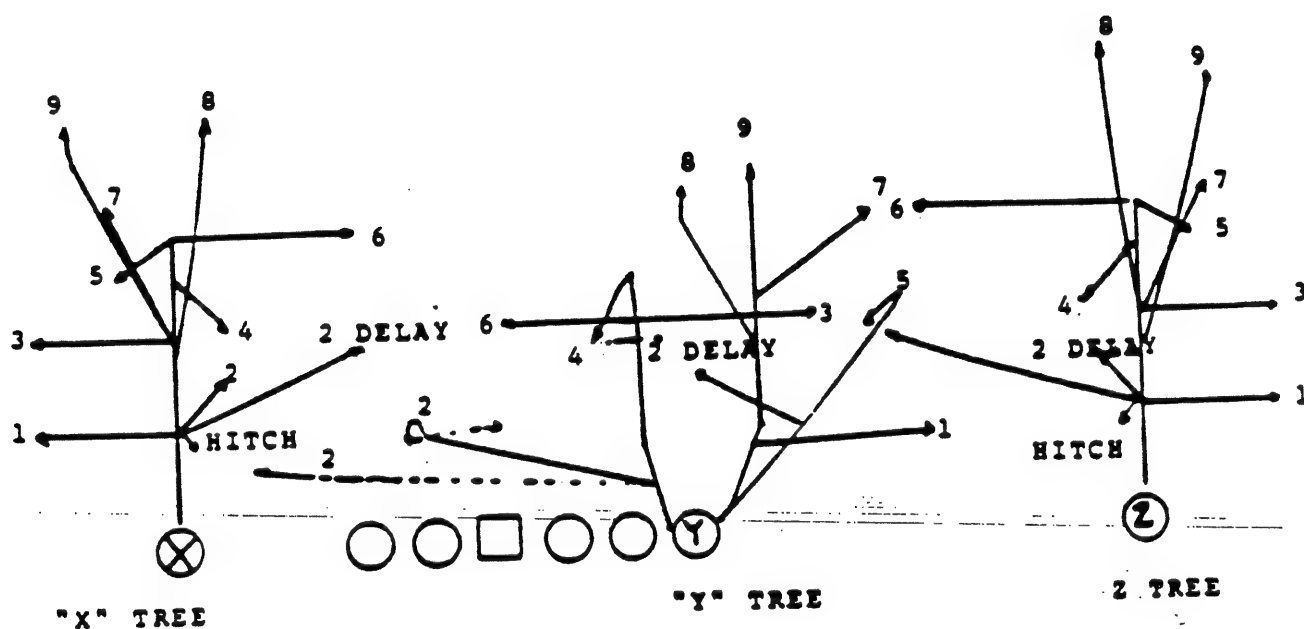
(e) Protection calls made at the L.O.S.

(1) ROGER: Call to our right to adjust protection to a 4-3 responsibility in a 4-0 Nickel defense. The back on the right side of the formation responsible for first outside dogger; none, run route. Uncovered lineman blocks first inside dogger to this right.

(2) LOUIE: Call to our left to adjust protection to a 4-3 responsibility in a 4-0 Nickel defense, the back on the left side of the formation is responsible for first outside Dogger; none, run route. Uncovered Lineman blocks first inside Dogger to his left.

7. PATTERN CALL

- (a) All pass patterns are put together by calling three individually numbered routes.
- (b) Each route the receivers have in their passing tree is assigned a specific number.

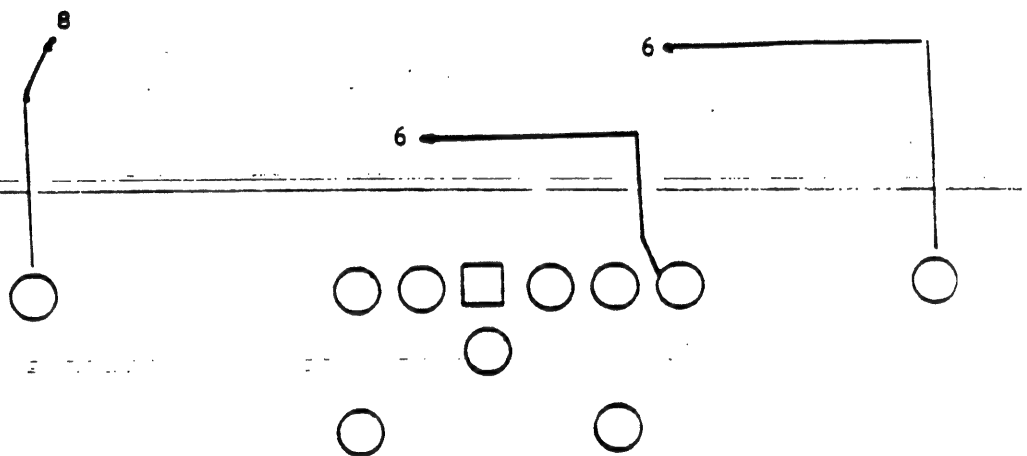


- (c) To put the routes together in terms of a pattern the numbered routes are called starting with X (the weak-side receiver) going to Y (the middle receiver) then to Z (the strongside outside receiver).

(d) To give an example of a call, 866 will be used.

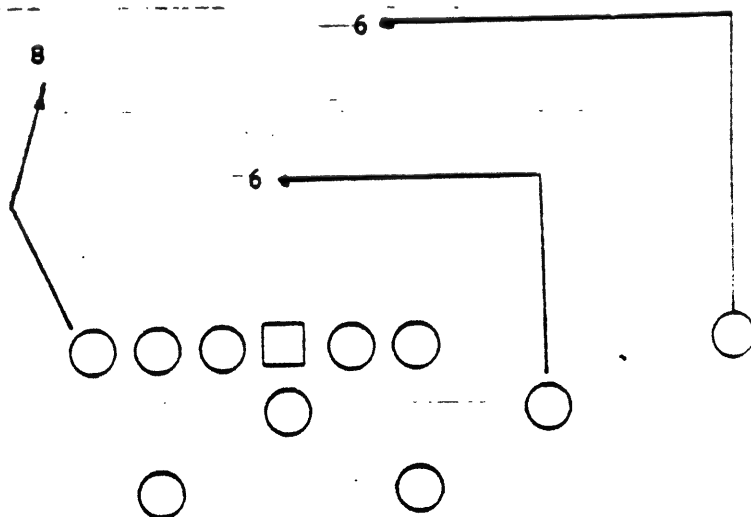
- (1) The 8 call tells X to run an 8 route.
- (2) The 6 call tells Y to run a 6 route.
- (3) The 6 call tells Z to run a 6 route.

Note: The strongside combination is always coordinated and taught as one combination.



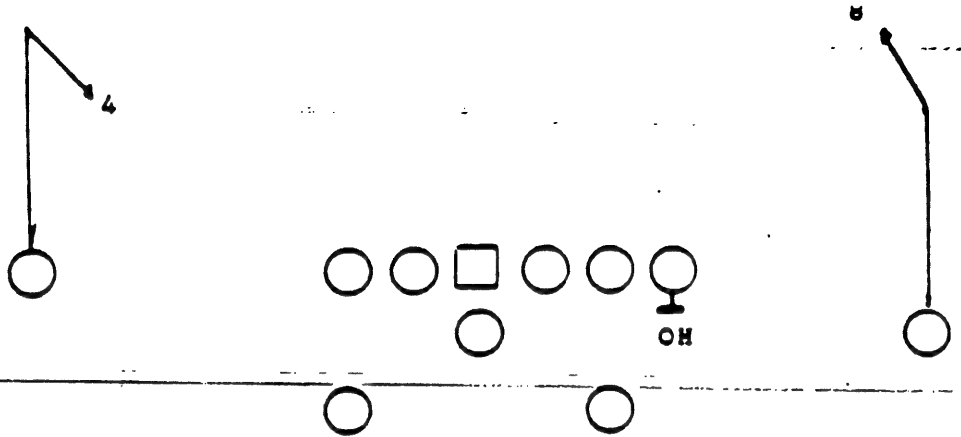
- (e) The pattern progression, weak to strong, is always the same regardless of the alignment of the receiver. The two outside receivers take the first and last numbers called and the middle man takes the middle number called.

EXAMPLE: SLOT FORMATION 866



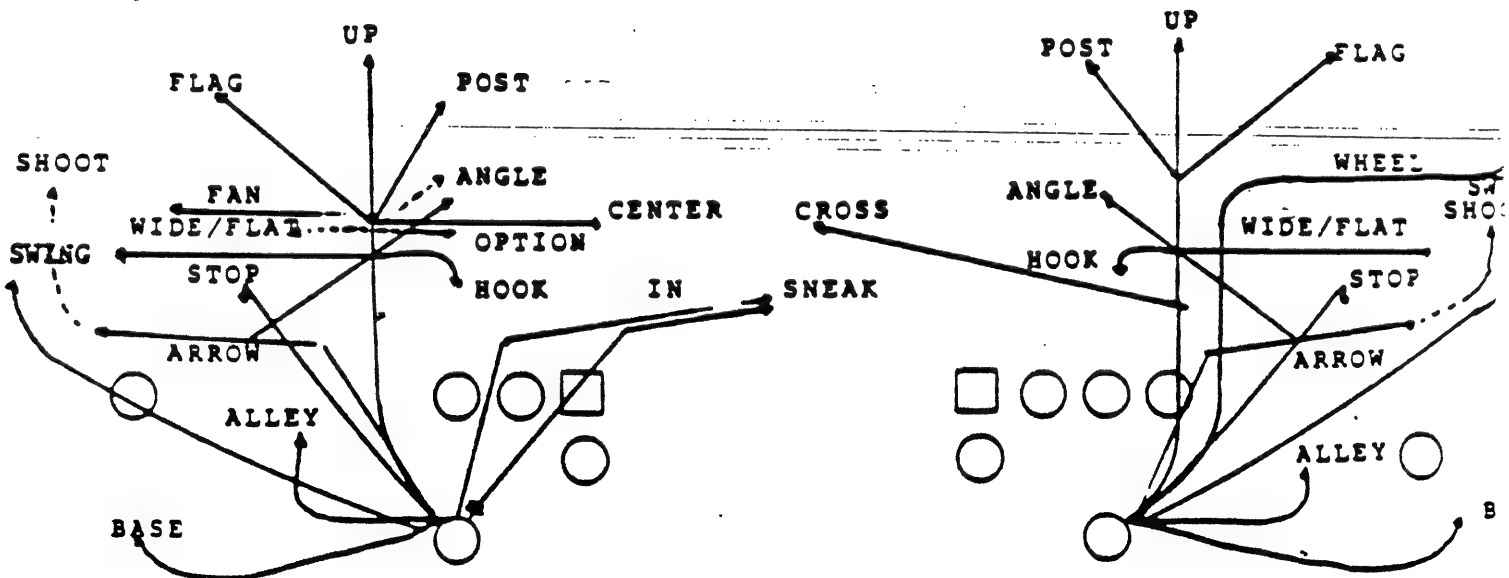
- (f) If at any time the QB does not call a middle number, substituting an "OH" call for a number, Y slow blocks.

EXAMPLE: 4OH8



8. SWING CONTROL CALL

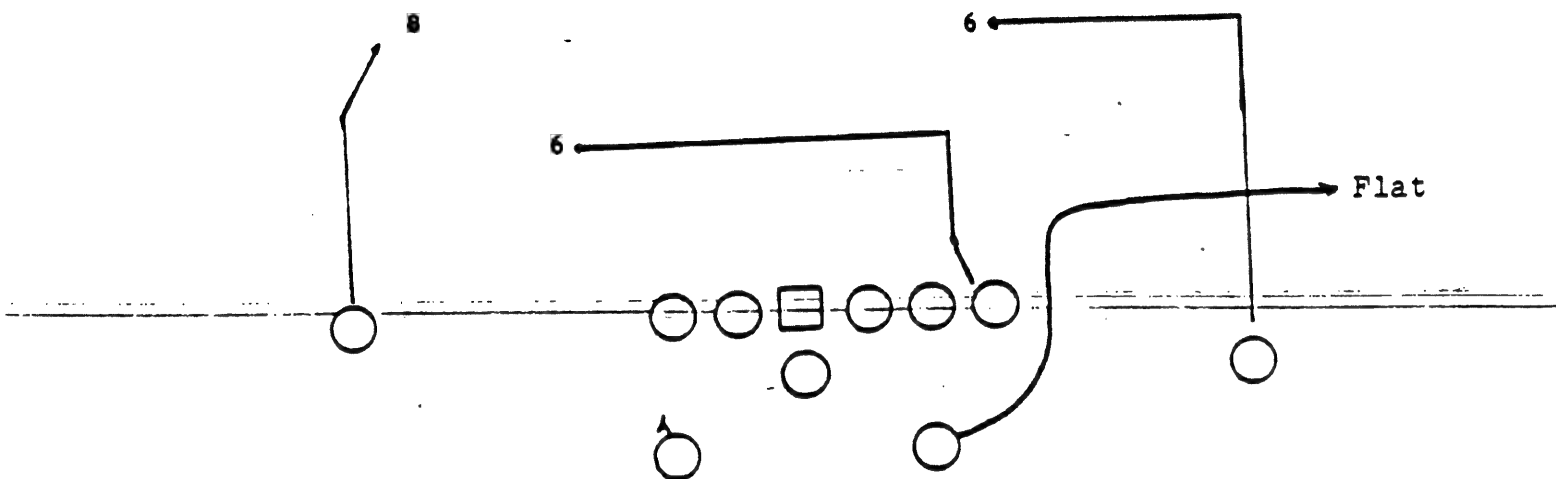
- (a) The final call in putting together all four categories is the swing control.
- (b) The swing call will direct one or both backs into the pattern, dependent upon the series being used.
- (c) HB and FB Mirrored Swings.



- (d) When combination swings are required, a new set of terminology is used to describe the two individual routes as one. To be discussed in the Swing Series.

9. The following diagram combines all four categories into one pattern call:

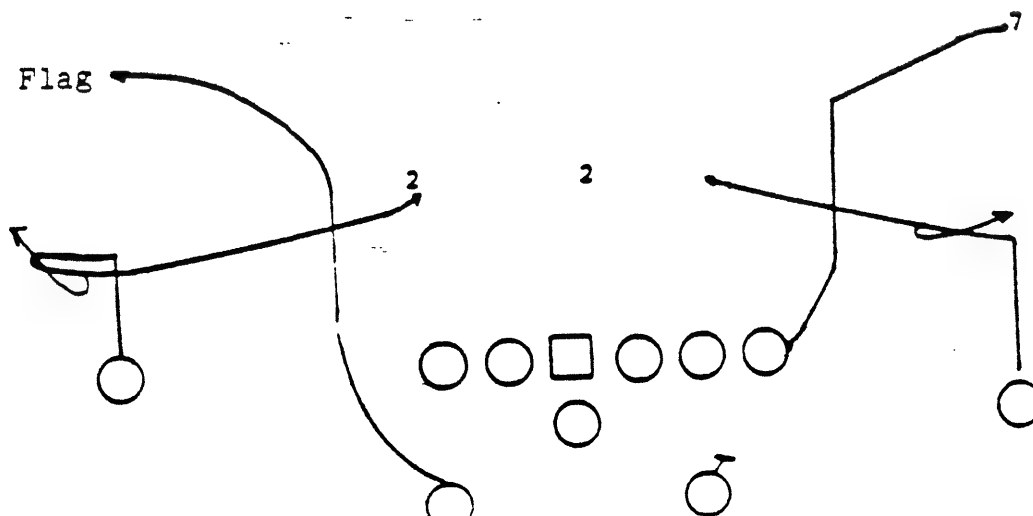
Scot : Series & Protection
 866 : Pattern
 Flat : Swing



10. Whenever an individual route is needed for use in a specific pattern that is not in the numbered tree of that or those receivers involved, the QB will call the route closest in description to the route desired and then call the name of that route in place of the swing call.

EXAMPLE: Lucky 272 H. Flag-R

- (a) In other words X & Z would end up running their #2 routes but use a delay technique.
- (b) The RB or RB's would use the change up route call as alert to run a companion swing as pre-determined by the game plan.
- (c) EXAMPLE CALL: Lucky 272 H Flag R.



11. SCRAMBLE MECHANICS

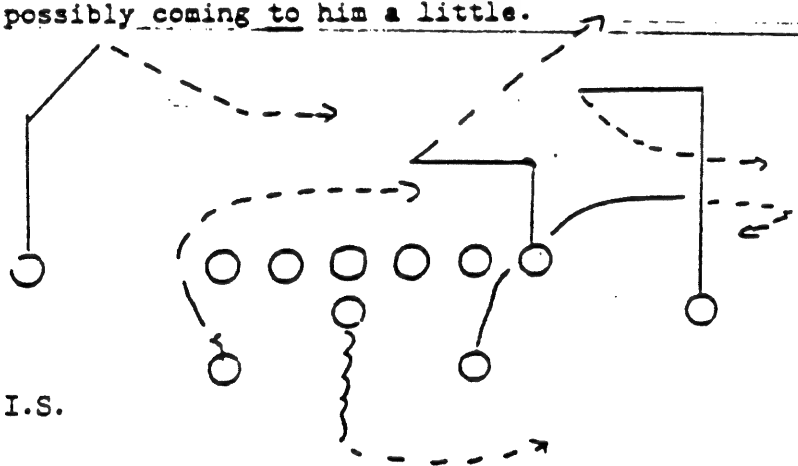
If the QB is forced out of the pocket due to a heavy rush, the receivers observe the following rules:

1. If the QB comes out to your side:

1.1 Deep men in the pattern should come back to the QB - then mirror.

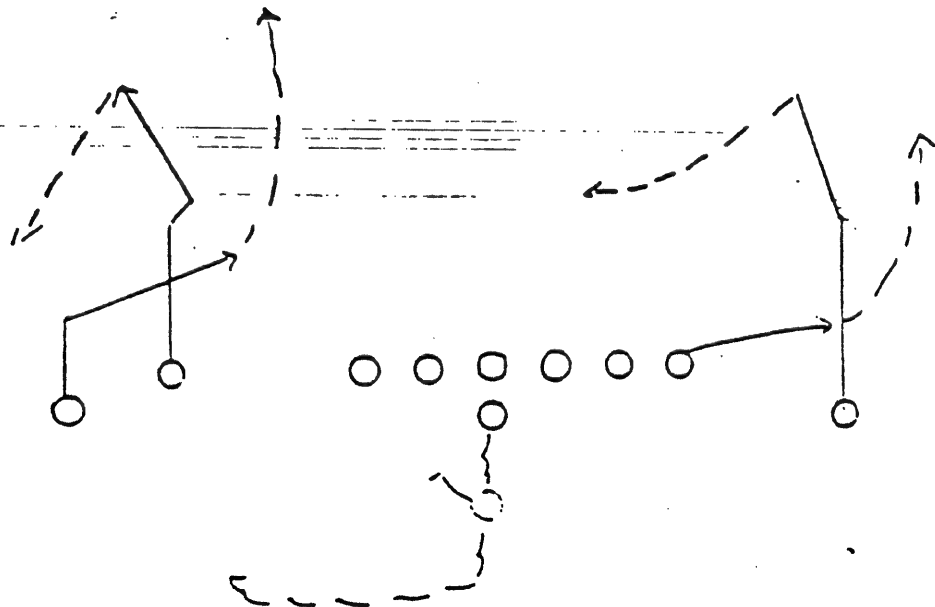
1.2 Short and medium receivers should go deep - then mirror.

1.3 Short and medium receivers who are in crossing routes should mirror QB at same depth - possibly coming to him a little.



NOTE:

G.L. MIRROR AT 2 YD. I.S.
END LINE



NOTE:

STAY ROUTES MIRROR
1, ANY SHALLOW
CROSSING RT - STAY WITH IT
AND MIRROR QB

COME BACK
7, POST 7, 9, 6, 8,
FIRM 8

GO DEEP
3, 5, 80, 2, FIRM
4, FIRM 4

SIGHT ADJUSTMENTSA. FIRM, FLARE, SCOT, SCAT, 77 - GEE

1. X - 2 ROUTE IF BUC & WEAK SAFETY BLITZ

B. ALL PROTECTIONS

1. Y - 1 ROUTE IF FRANK & STUB BLITZ

C. CUBS, SCOT, 77 - GEE

1. Y - LOOKIE PATTERN IF MAC & STUB BLITZ

D. SCAT, BEARS

1. H - ARROW ROUTE IF BUC & WILL BLITZ

E. SLIDE PASS 16-17, SCREENS

1. X - 2 ROUTE IF BUC AND WEAK SAFETY BLITZ
2. Y - 1 ROUTE IF STUB & FRANK BLITZ

F. FAR SCAT - WILL & BUC Z RUNS 1 ROUTE LIKE HG. FAR SCAT - WILL & BUC 92 GO TO X ON S.A.H. SPLIT OVER - WEAK SAFETY BLITZ - Z S.A. 2 ROUTEI. BULL - BACK COMING OUT OF BACKFIELD RUN ARROW IF WILL OR BUC BLITZESJ. CALF - BACK COMING OUT OF BACKFIELD RUN ARROW IF MAC OR STUB BLITZESK. FLOOD - BUC & WILL BLITZ BACK RUNS ARROW

SCRAMBLE RULE ~~SEEBE~~ - - - - ->



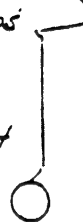

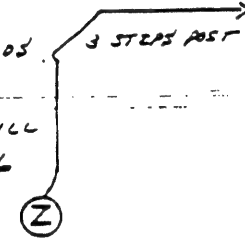










X AND Z ROUTES DRAWN FROM LEFT SIDE

<p>ROUTE 1 O.S. #</p> <p>7/8 YDS</p> <p>STAY MIRROR</p> <p>4 STEP SPEED CUT</p>	<p>CLEO</p> <p>18/22 YDS</p> <p>FADE</p>	<p>PRESS</p> <p>OK REL. 9 GET HIM IN TRAIL</p>
<p>ROUTE 3 O.S. #</p> <p>11/12 YDS</p> <p>GO DEEP</p> <p>6 STEP SPEED CUT</p>	<p>CLEO</p> <p>18/22 YDS</p> <p>FADE</p>	<p>PRESS</p> <p>OK REL 9 GET HIM IN TRAIL</p>
<p>ROUTE 5</p> <p>18 YDS Normal</p> <p>7 YDS ON SIDELINE</p> <p>GO DEEP</p>	<p>CLEO</p> <p>18/22</p> <p>FADE</p>	<p>PRESS</p> <p>16</p>
<p>ROUTE 7 O.S. #</p> <p>12 YDS</p> <p>COME BACK</p> <p>7 STEP TAB BREAK TO CORNER</p>	<p>CLEO</p> <p>FIND SEAM VS CU 2</p> <p>12 YDS</p>	<p>PRESS</p> <p>OK REL GET HIM IN TRAIL</p>
<p>ROUTE POST 7 O.S. #</p> <p>12 YDS</p> <p>3/5 STEP POST</p> <p>COME BACK</p>	<p>CLEO</p> <p>SHI - IN HOLE VS CU 2</p> <p>12 YDS</p>	<p>PRESS</p> <p>12 YDS</p> <p>OK REL GET HIM IN TRAIL</p>

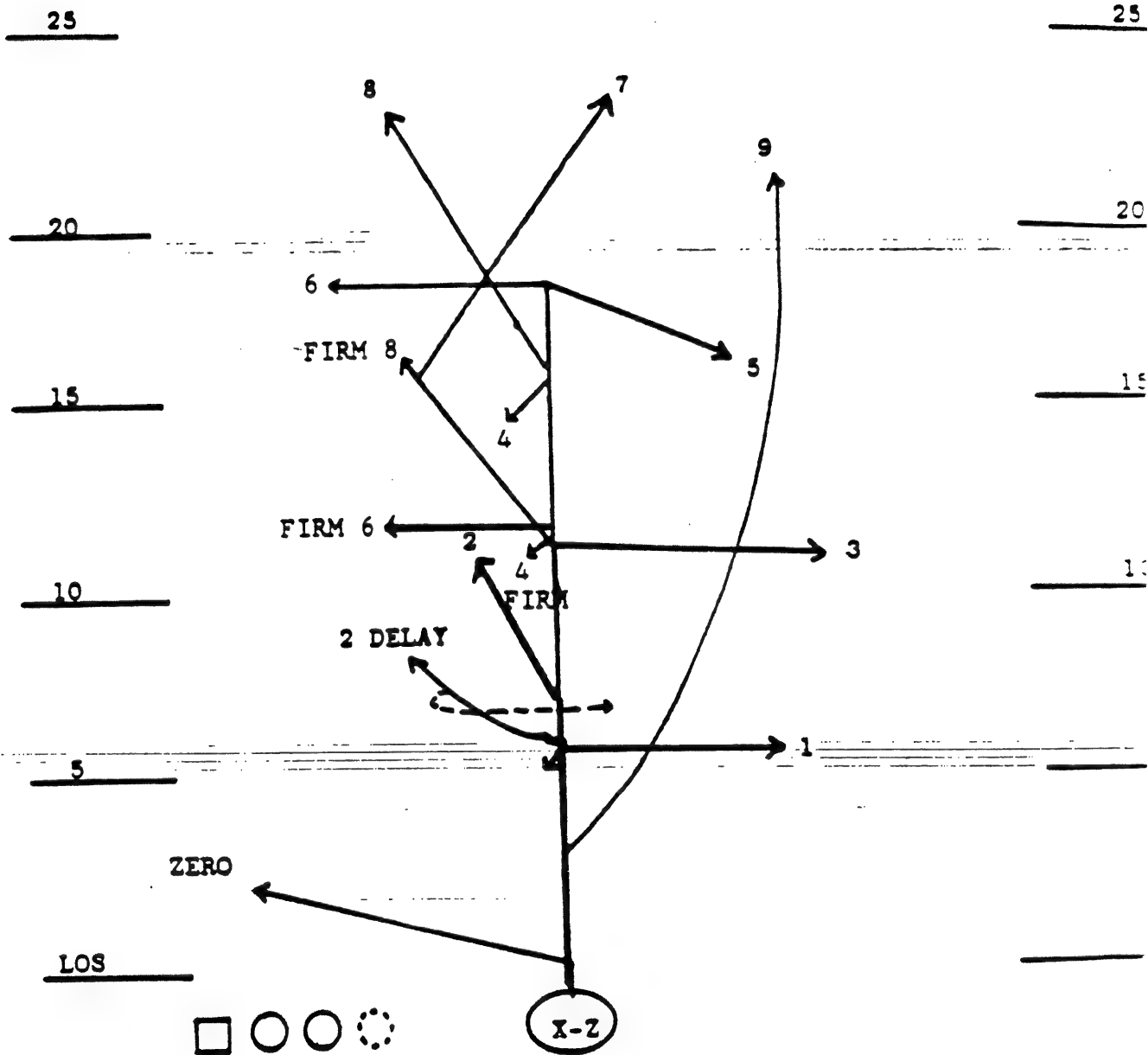
X AND Z ROUTES DRAWN FROM LEFT SIDE

<p>ROUTE 9</p> <p>COME BACK</p> <p>15 YDS</p> <p>TAKE BALL OUTSIDE 4 YDS FROM SIDELINE</p> <p>NOTE: O.S. POSITION BY COR - PUSH UP 17 YDS</p>	<p>CLEO</p> <p>18/22 YDS</p> <p>FADE</p>	<p>PRESS</p> <p>COW 1</p> <p>COW 2</p> <p>CHK REL. GET HIM IN TRAIL</p>
<p>ROUTE AUD EO</p> <p>GO DEEP</p> <p>6/8 YDS</p>	<p>CLEO</p> <p>18/22 YDS</p> <p>FADE</p>	<p>PRESS</p> <p>CHK REL GET HIM IN TRAIL</p>
<p>ROUTE 2 GO DEEP</p> <p>5 YDS</p> <p>45°</p> <p>3 STEPS</p>	<p>CLEO</p> <p>5 YDS</p> <p>45°</p>	<p>PRESS</p> <p>5 YDS</p> <p>FLA THA</p>
<p>ROUTE FIRM 2</p> <p>7 YDS</p> <p>45°</p> <p>15 YDS O.S. EDGE OF #2</p> <p>5 STEPS</p>	<p>CLEO</p> <p>7 YDS</p> <p>45°</p>	<p>PRESS</p> <p>7 YDS</p> <p>FLA THA</p> <p>THAN 45°</p>
<p>ROUTE 4</p> <p>17 YDS</p> <p>GO DEEP</p>	<p>CLEO</p> <p>17 YDS</p>	<p>PRESS</p> <p>15 YDS</p> <p>RUN AWAY 4 ADJ.</p>

X AND Z ROUTES DRAWN FROM LEFT SIDE

<p>ROUTE <i>FIRM 4</i> O.S. #</p> <p>12 YDS</p> <p>GO DEEP</p> 	<p>CLEO</p> <p>12 YDS</p> 	<p>PRESS <i>Note</i> BACK OUT IF CROSS N</p> <p>12 YDS</p> <p>RUN AWAY 4 ADJ.</p> 
<p>ROUTE 6</p> <p>18/20 YDS</p> <p>NORMAL</p> <p>COME BACK</p> 	<p>CLEO POST 6</p> <p>15 YDS</p> <p>3 STEPS POST</p> <p>NOTE: X WILL RUN REG. 6 VS CLEO</p> 	<p>PRESS</p> <p>15 YDS</p> 
<p>ROUTE 8</p> <p>16 YDS</p> <p>NORMAL</p> <p>COME BACK</p> <p>NOTE: MAY GO TO 18 YDS IF C IS DEEP</p> 	<p>CLEO</p> <p>16 YDS</p> 	<p>PRESS</p> <p>OK REL 9 GET HIM IN TRAIL</p> 
<p>ROUTE <i>FIRM 8</i> +3(+L) 20/22 YDS O.S. EDGE #1'S</p> <p>12 YDS</p> <p>COME BACK</p> <p>7 STEPS</p> 	<p>CLEO</p> <p>12 YDS</p> 	<p>PRESS</p> <p>OK REL 9 GET HIM IN TRAIL</p> 
<p>ROUTE</p> 	<p>CLEO</p> 	<p>PRESS</p> 

WIDE RECEIVER TREE



OUTSIDE RECEIVER ROUTES & TECHNIQUES

1 Route & 3 Route

The 1 Route is a 4 step speed cut. The 3 Route is a 6 step speed cut. The basic technique is to drive straight up field and then break outside. On both routes we shall Fade vs Cleo and run the 9 Route vs Press.

5 Route

The 5 Route has a basic depth of 18 yards working back to 9 yards on the sideline. Vs Cleo-Fade. Vs Press we shall shorten the depth to 16 yards coming back to the sideline.

7 Route (Regular)

The 7 Route is at 12 yards with a jab inside and a break to corner. This route is usually used by inside receivers.

7 Route (Post Corner)

This is a coverage route which is effective vs 2 Deep, an inside Press technique, and a man inside technique. If the route is called vs any press or man outside technique will shall attempt to salvage a bad call by coming back out to a 5 sideline.

9 Route

This is both a called route and an adjustment on certain routes vs Press. This route is in the Firm Series which means the QB is going to throw the ball on a 5 step drop.

We shall run a straight line release for 15 yards (try to stay outside - but an inside release is permissible) if defender is outside push up to 17 yards. At this point go through defender's outside shoulder and don't look for ball until you are up field about 30/35 yards. The QB will throw you open approximately 4 yards from the sideline.

AUTO 80

A 6-8 Yard hitch. If ball is not thrown on time slide to outside. Ball should be thrown to outside shoulder. Adjustments are the same as the 1 and 3.

2 ROUTE

This is basically a situation route and we shall try to call it when we are expecting an outside technique. The basic stem is a straight 3 step drive and then an inside slant at 45°.

NOTE: The Firm 2 Route is the same as the basic 2 except the stem is a 5 step drive.

VS CLEO - Come under working up to depth then break at 45°.

VS PRESS INSIDE - Start out - swim under to depth then break flatter than 45° running away from defender.

2 DELAY

Delay to a depth of 7 yards and recognize man or zone coverage. If it is zone, hook in the open area or seam. If man coverage, let defender believe he is doing a good job of covering you, let inside receivers clear area and then accelerate away from defender to the inside.

VS press or tight man coverage, press upfield immediately and to the defenders inside. If you get inside defender, run away from him. If defender has tight coverage as you break inside, "Juke" back to the outside.

4 ROUTE

The basic 4 route has a depth of 17 yards and a width of 2/3 yards outside the numbers. The 4 route has several properties that you must be consistent with based on specific coverage, additional calls and awareness of being in the slot or outside receiver.

VS. Cleo coverage take the fastest upfield release normally inside. Push vertical to 17 yards.

VS. Press you must get the defender in a trail alignment while pushing upfield to depth of 15 yards, stick opposite and break across field gaining ground as you go. If defender is in position to take away the cross, you have option to come back outside. Run away 4 is term we will use.

VS. Bracket the depth is 17 yards. We will attack the outside defender.

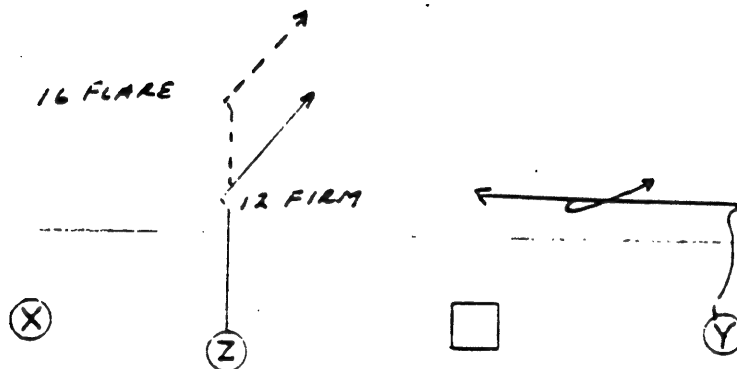
FIRM 4

The depth is 12 yards. Used often on get open routes. Similar properties to regular 4, Run away 4 @ 10 yards VS Press
VS Cleo - like basic 4 Route, but at 12 yards.

SLOT 4 CHOICE - See Tight End Section

SLOT 4 Route becomes middle 8 VS Cover 2

SLOT 4 VS. Cover 2



6 ROUTE

The 6 Route has a depth of 18 yards. VS Zone the emphasis is on width and depth. You should be 2 yards outside the numbers at the breaking point. You should be under control as you reach the breaking point because the QB will throw the ball into the hole in the coverage and you must be able to adjust to the ball.

VS Cleo take the fastest release which usually will be inside. You must push vertical and wider on your burst to get outside of safety. Run route on safety. Z must learn when to use Post 6 vs cover 2 which will allow him to get inside stub backer. In this adjustment, the Post 6 breaks at 12 yards, to 3 step post, to flat 6 break across. NOTE: X will use regular 6 route VS Cleo.

VS Man drive the defender to the breaking point and come across the field hard. Width is not as important as being able to get inside the defender at the breaking point.

VS Press get the defender in a trail alignment and use good pressure move to lose the defender at 15 yards.

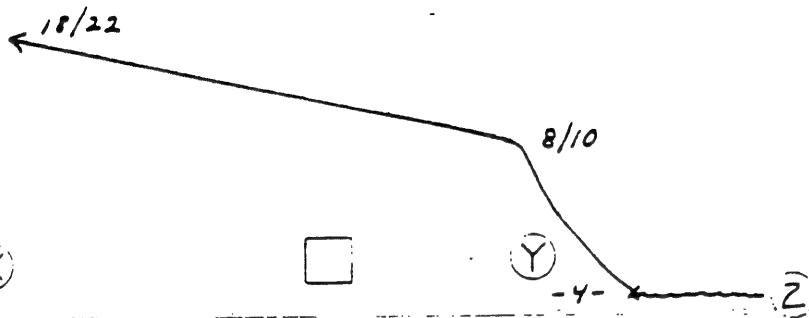
VS Bracket or Inside technique drive 2 yards on the inside defender, then make a burst to get the defender out of backpeddle. Break underneath him. Technique is like Post 6.

FIRM 6

The depth is now 12 yards with all the properties regular 6.

DIAGONAL 6

This is normally a play pass route. Often used with motion. Push vertical for depth of 8-10 yards and break across field. Once you start across the field gain ground as you go. Do not expect the ball until you reach 18-22 yards on the far numbers.



FIRM 8

The depth of this route is 12 yards (7 steps) at the breaking point. Widen and give short stick move at the outside alignment corner. Stay up field and catch ball at 20-22 yards and approximately on the numbers.

VS CLEO and bracket stay with route up the field.

VS Inside alignment you should still drive at the defender, then go over the top if the inside is taken away.

VS Press coverage we will run a 9 Route.

8 ROUTE

Touchdown 8. Explode straight stem to 16 yards (May go 16/18 yards to work deeper defender) and break to near Goal Post. VS No Free Safety - use field
VS Press - go 9 Route

GO

We will run a Go Route with a 3 or 4 pattern when we feel the defender is over playing the route.

3 GO - Break your 3 route at 8 yards and read the defender. If he jumps the 3 on your initial step, then quickly break up inside of him. If he chases the 3 from inside, then take three hard steps to the outside before breaking upfield trying to leave as much sideline for the QB as possible.

- 4 GO - Make a 4 move at 10 yards and read the defender.
If he jumps the route as you settle, then
accelerate past him being ready to avoid contact.
If he is slow to react, then take a hard step
towards the QB giving him time to react before
turning upfield being ready for contact.
-
-
-



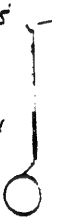

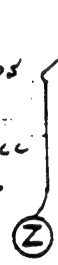
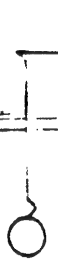









X AND Z ROUTES DRAWN FROM LEFT SIDE

<p>ROUTE 1 O.S. #</p> <p>← 7/8 YDS</p> <p>○ 4 STEP SPEED CUT</p>	<p>CLEO - COV. 2</p> <p>18/22 YDS</p> <p>○ FADE</p>	<p>PRESS</p> <p>QK REL. 9 GET HIM IN TRAIL</p> <p>○</p>
<p>ROUTE 3 O.S. #</p> <p>← 11/12 YDS</p> <p>○ 6 STEP SPEED CUT</p>	<p>CLEO - COV. 2</p> <p>18/22 YDS</p> <p>○ FADE</p>	<p>PRESS</p> <p>QK REL 9 GET HIM IN TRAIL</p> <p>○</p>
<p>ROUTE 5 NORMAL</p> <p>18 YDS</p> <p>7 YDS ON SIDELINE</p> <p>○</p>	<p>CLEO - COV. 2</p> <p>18/22</p> <p>○ FADE</p>	<p>PRESS</p> <p>16 Y</p> <p>○</p>
<p>ROUTE 7</p> <p>Inside 7 R.</p> <p>12 YDS</p> <p>7 STEP JAB BREAK TO CORNER</p> <p>○</p>	<p>CLEO - COV. 2</p> <p>25 YDS FIND BEAM Vs COV 2</p> <p>12 YDS</p> <p>← Cov. 2 man</p> <p>○</p>	<p>PRESS</p> <p>12 YDS</p> <p>QK REL GET HIM IN TRAIL</p> <p>○</p>
<p>ROUTE Post 7 O.S. #</p> <p>12 YDS</p> <p>3/5 STEP POST</p> <p>* O.S. REL. COV 1 P * I.S. REL. COV 2 P</p> <p>○</p>	<p>CLEO - COV. 2</p> <p>SAIL IN HULL Vs COV 2</p> <p>12 YDS</p> <p>○</p>	<p>PRESS</p> <p>12 YDS</p> <p>QK REL GET HIM IN TRAIL</p> <p>○</p>

X AND Z ROUTES DRAWN FROM LEFT SIDE

<p>ROUTE 9</p> <p><u>AUG. 99</u> +5 SOL</p> <p>15 YDS</p> <p>#+5</p> <p>TAKE BALL OUTSIDE 4 YDS FROM SIDELINE</p> <p>NOTE: O.S. POSITION BY CAR - PUSH UP 17/20 YDS</p>	<p>CLEO - COV. 2</p> <p>18/22 YDS</p> <p>FADE</p>	<p>PRESS</p> <p>OK REL. GET HIM IN TRAIL</p>
<p>ROUTE AUG 80</p> <p>NORMAL</p> <p>6/8 YDS</p>	<p>CLEO - COV. 2</p> <p>18/22 YDS</p> <p>FADE</p>	<p>PRESS</p> <p>OK REL GET HIM IN TRAIL</p>
<p>ROUTE 2</p> <p>NORMAL</p> <p>5 YDS</p> <p>45°</p> <p>3 STEPS</p>	<p>CLEO - COV. 2</p> <p>5 YDS</p> <p>45°</p>	<p>PRESS</p> <p>FLAT, THAN</p> <p>5 YDS</p>
<p>ROUTE FIRM 2</p> <p>NORMAL</p> <p>7 YDS</p> <p>45°</p> <p>15 YDS O.S. EDGE OF #2</p> <p>5 STEPS</p>	<p>CLEO - COV. 2</p> <p>7 YDS</p> <p>45°</p>	<p>PRESS</p> <p>FLATTER THAN 45°</p> <p>7 YDS</p>
<p>ROUTE 4</p> <p>NORMAL</p> <p>17 YDS</p>	<p>CLEO - COV. 2</p> <p>17 YDS</p>	<p>PRESS</p> <p>NOTE: CAR BACK OUT - IF CROSS A 15 YDS</p> <p>RUN AWAY & ADJ.</p>

X AND Z ROUTES DRAWN FROM LEFT SIDE

<p>ROUTE <i>FIRM 4</i> O.S. #</p> <p>12 YDS</p> 	<p>CLEO - COV. 2</p> <p>12 YDS</p> 	<p>PRESS <i>NOTE: SHUT OUT IF CLOSING NT</i></p> <p>12 YDS</p> <p><i>RUN AWAY 4</i> ADJ.</p> 
<p>ROUTE 6 NORMAL</p> <p>18/20 YDS</p> 	<p>CLEO - COV. 2</p> <p>12 YDS</p> <p>POST 6 3 STEPS POST</p> <p><i>NOTE: X WILL RUN REG. 6 VS CLEO</i></p> <p>(Z)</p> 	<p>PRESS</p> <p>15 YDS</p> 
<p>ROUTE 8 NORMAL</p> <p>16 YDS</p> <p><i>NOTE: MAY GO TO 18 YDS IF C IS DEEP</i></p> 	<p>CLEO - COV. 2</p> <p>16 YDS</p> 	<p>PRESS</p> <p><i>OK REL 9 GET HIM IN TRAIL</i></p> 
<p>ROUTE <i>FIRM 8</i> ⁺¹ 20/22 YDS O.S. EDGE #1'S</p> <p>12 YDS</p> <p>N+1</p> <p>7 STEPS</p> 	<p>CLEO - COV. 2</p> <p>12 YDS</p> 	<p>PRESS</p> <p><i>OK REL 9 GET HIM IN TRAIL</i></p> 
<p>ROUTE</p> 	<p>CLEO</p> 	<p>PRESS</p> 

TIGHT END INDIVIDUAL TECHNIQUES - PASS GAME

INTRODUCTION

This section has been prepared to emphasize certain individual receiving techniques and/or skills which must be stressed to insure good work habits and to maximize one's performance. It should be noted that there are several areas of competency you must master and understand in order to improve upon your receiving performance, such as:

- Pass Philosophy
- Pass Play Calling and Adjustments
- Routes
- Defensive Coverages
- Alignments and Split Rules
- Stance
- Executing Proper Routes
- Catching Abilities
- Running With The Ball

We will emphasize the last four items in the section of your Playbook, since the other areas have been discussed in greater detail in other parts of the book.

STANCE

Three Point - Balanced three point stance with the weight equally distributed between the down hand and feet. The feet should be positioned slightly wider than your hips and staggered with a heel to toe relationship (this may vary). The down arm is just inside the knee of the same leg, and placed in line and slightly ahead of your shoulders. The down hand should be in a bridge position for support and balance. The free arm should be resting lightly on the knee to thigh area. The buttocks are even or slightly higher than your shoulders, with the head and eyes up and in position to view the defense. The shoulders should be squared to insure accurate line up - no pointing.

Two Point - Feet should be staggered with the outside foot back. Your body weight should be forward with greater emphasis on the ball of the foot, rather than your toes. The forward lean should be sufficient enough, on the front foot, to cause the heel to clear the ground slightly. With regard to your back foot, the heel will clear the ground more distinctly and used mainly for

PLAY PASSES -- GENERAL INFORMATION

There will be several types of play passes in our offense. The term used to describe them will be primarily to designate the blocking scheme. Our play action type passes are:

1. PASS This involves a blocking scheme which is exactly the same or which closely coincides with the running play we are faking. QB pulls up to throw inside the tackles.
2. SLIDE PASS This involves a scheme whereby a faking back is responsible for picking up a dog by an inside backer. This allows several linemen to coordinate in such a manner that the offside rushers -- including the outside linebacker -- are accounted for. The back not faking inside is responsible for the outside linebacker to the playside.
3. NAKED This involves a scheme which closely simulates a counter or an OT toward the TE. The QB makes a great fake to the faking back while keying the weakside defensive rusher. If the rusher is fooled, the QB rolls wide. If the rusher contains, the QB pulls up and gets rid of the ball. On the keeper, the remaining back blocks the weak rusher. The QB rolls out to throw to a deeper pattern.
4. WAGGLE This involves a scheme whereby a faking back is responsible for picking up first inside backer, to outside backer, away from call. The linemen coordinate in such a manner that the onside rushers -- including the outside linebackers are accounted for. The back not being faked to has no swing pick-up. After the QB fakes to running back he sets up and throws inside the tackles.
5. DASH This involves a scheme whereby the QB initially sets up inside the protective pocket to lure rushers on an upfield course. The QB then breaks toward the called side. A planned pass pattern is executed in conjunction with this action.
6. BOOT This is a scheme similar to the naked, but offers greater QB protection. The remaining back makes a strong CTR or ride fake and then protects the QB's blind side. The off guard pulls to lead the QB and protect his throwing lane. The remaining linemen protect their offside gaps.
7. SPRINT (48/49) This involves a scheme where the QB rolls immediately behind the offensive tackle or wider and throws frontside.

PASS

PASS RIDE 17/16

PASS RIDE 16/17 AWAY

FAKE RIDE 17/16

FLEA FLICKER

~~PASS 19/18 EXPLODE BOSS~~

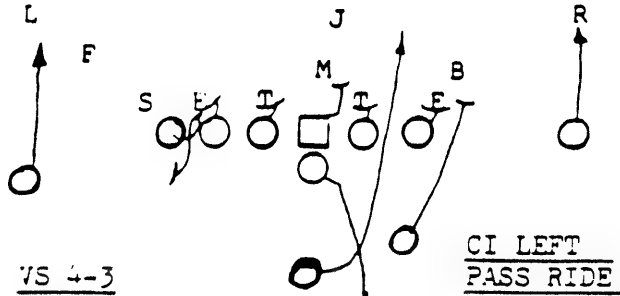
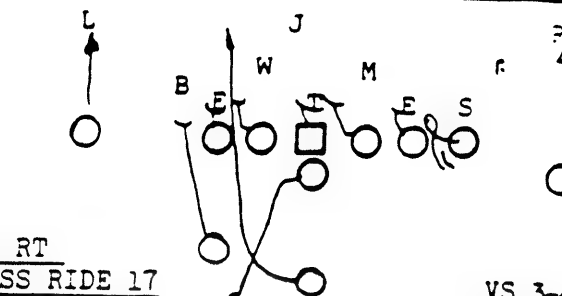
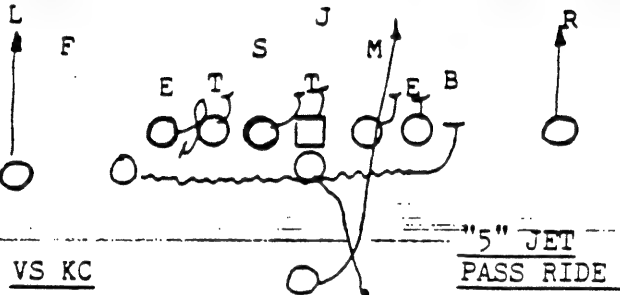
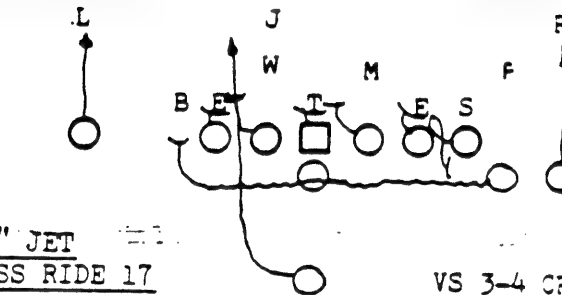
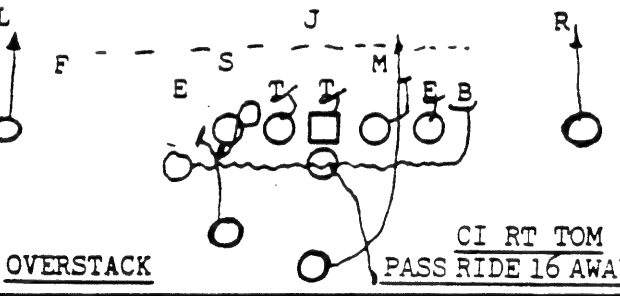
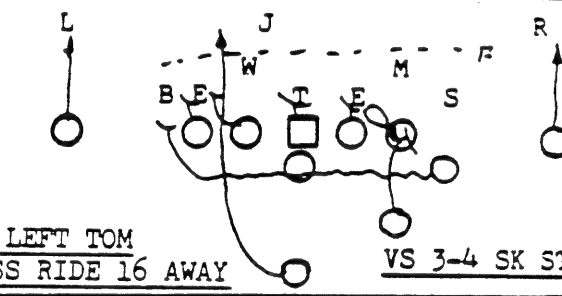
~~PASS 18/19 EXPLODE AWAY~~

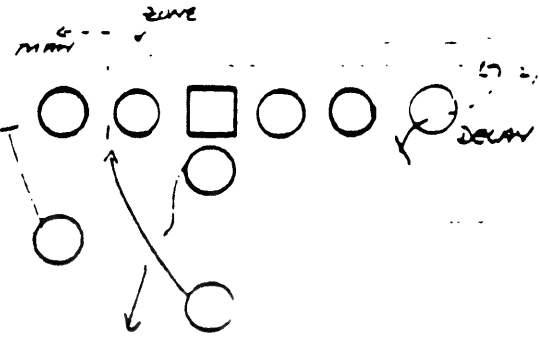
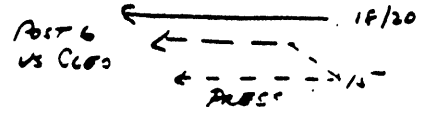
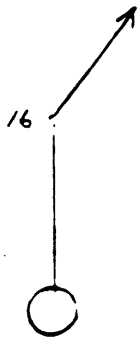
PASS CTR 16/17 STRONG

PASS CTR 17/16 WEAK

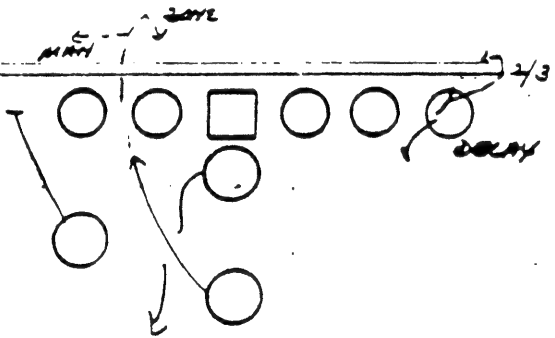
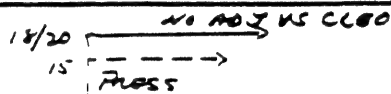
PASS 35/34 TRAP

PASS 12

 <p>VS 4-3</p> <p>CI LEFT PASS RIDE 16</p>	 <p>CI RT PASS RIDE 17</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>"5" JET PASS RIDE 16</p>	 <p>"4" JET PASS RIDE 17</p> <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p> <p>CI RT TOM PASS RIDE 16 AWAY</p>	 <p>CI LEFT TOM PASS RIDE 16 AWAY</p> <p>VS 3-4 SK STG</p>
PWR PATTERN	QB <ol style="list-style-type: none"> 1. GOOD FAKE TO BACK 2. CHECK JILL FOR THROW TO X OR 3. X & Z N.T. LOOK FOR FAKING BACK OR Y.
OWR PATTERN	BC FAKING BACK=FAKE PLAY CALLED, A GOOD HARD PLAY FAKE, YOU HAVE N.S.P.U. CHECK DOWN IN MIDDLE.
Y FAKE EAT BLOCK. AREA WITH TACKLE ON AWAY PASS-BLOCK STUB.	
PT DRIVE, TAG BE AGGRESSIVE	
PG DRIVE, TAG, LOU OR RAY BE AGGRESSIVE	RB S.P.U. BUCK= VS SINK YOUR SIDE BLOCK WILL. AWAY CALL=BLOCK OUTSIDE BACKER.
C DRIVE, LOU OR RAY BE AGGRESSIVE	
OFG HOOK, LOU OR RAY, TAG BE AGGRESSIVE	
OFT HOOK, EAT, TAG BE AGGRESSIVE	BLOCKING VARIATIONS



PASS RIDE 17/16 806

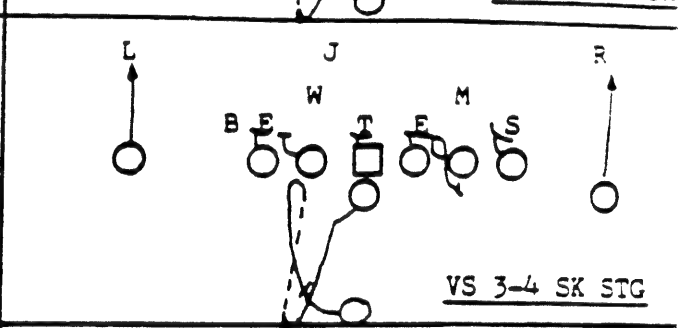
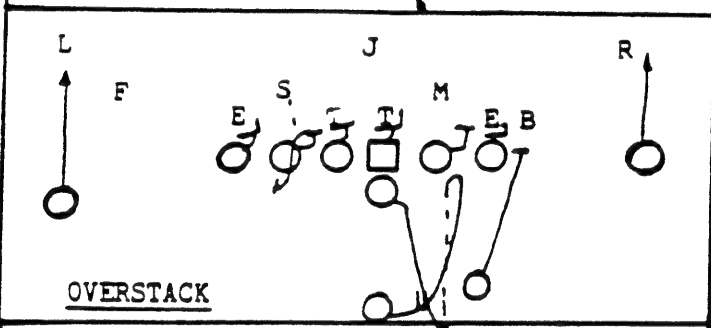
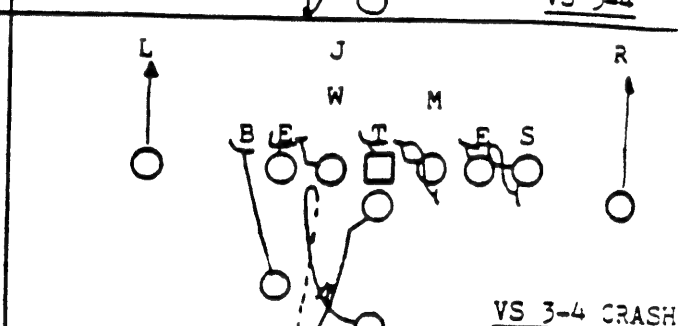
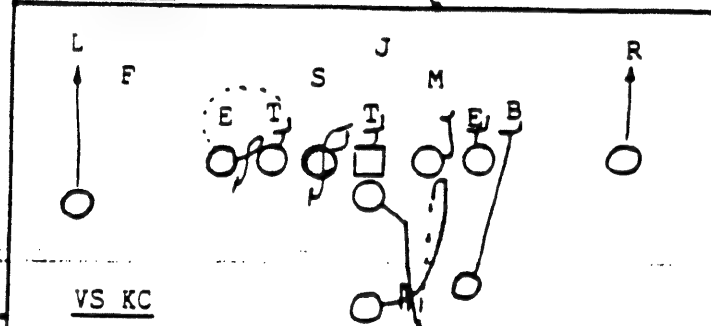
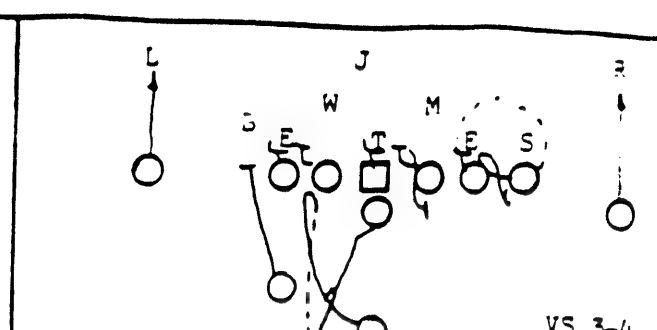
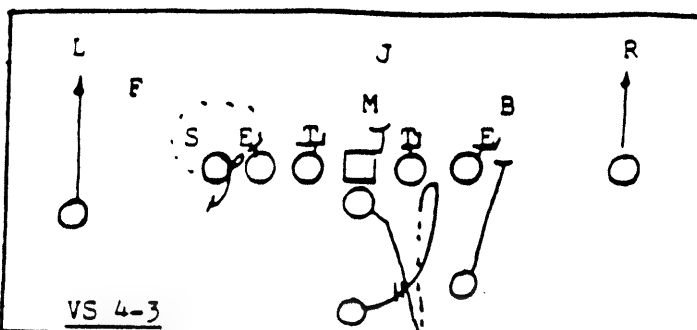


PASS RIDE 17/16 608



PLAY FAKE RIDE 16, FLEA FLICKER

PLAY FAKE RIDE 17, FLEA FLICKER



PWR PATTERN

QB

1. GOOD HANDOFF - DRIFT BACK SLIGHTLY
2. KEY JILL

OWR PATTERN

BC

FAKING BACK - RUN PLAY CALLED
ACCEPT HAND OFF FROM QB.
RUN PLAY TO L.O.S. TURN AND FLIP
BALL BACK TO QB THEN PROTECT.
GOOD RUN ACTION.

Y

FAKE EAT BLOCK.
AREA WITH TACKLE
ON AWAY PASS-BLOCK STUB.

NOTE: ANY BREAKDOWN IN PROTECTION, DO NOT
FLIP BALL TO QB

PT

DRIVE, TAG
BE AGGRESSIVE

PG

DRIVE, TAG, LOU OR RAY
BE AGGRESSIVE

RB

BLOCKING BACK - BLOCK THE PLAY
CALLED. DO NOT ALLOW PENETRATION.

C

DRIVE, LOU OR RAY
BE AGGRESSIVE

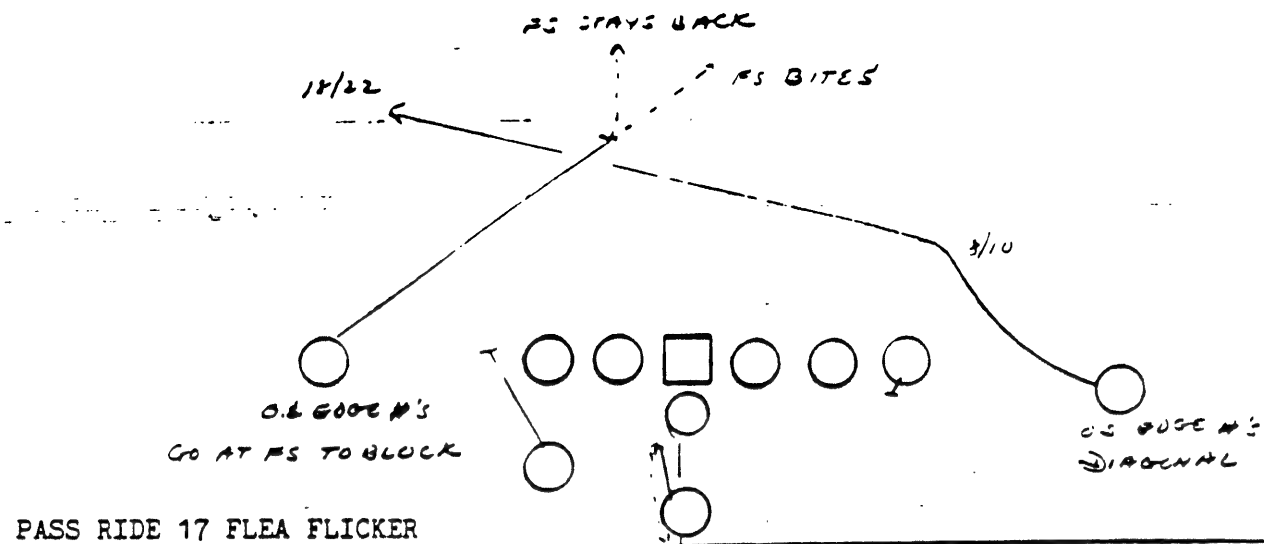
OFG

HOOK, LOU OR RAY, TAG
BE AGGRESSIVE

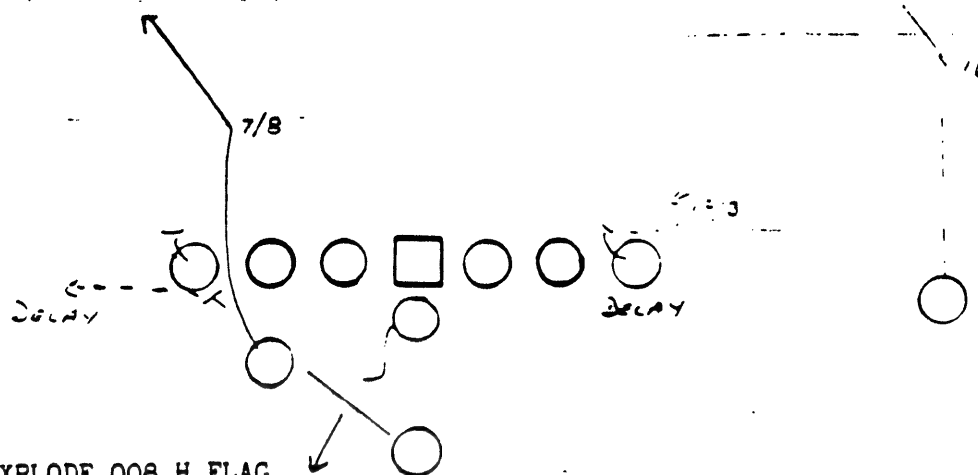
OFT

HOOK, EAT, TAG
BE AGGRESSIVE

BLOCKING VARIATIONS

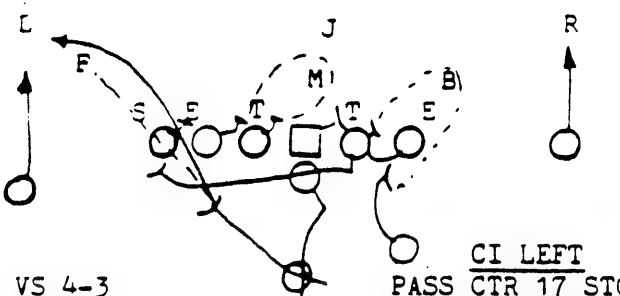
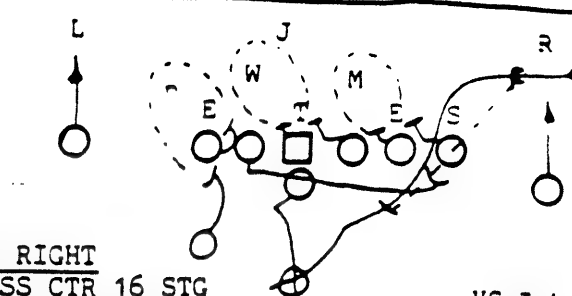
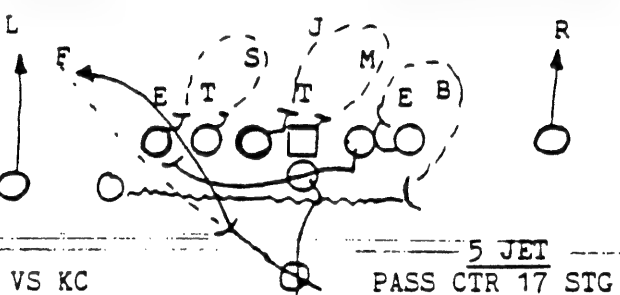
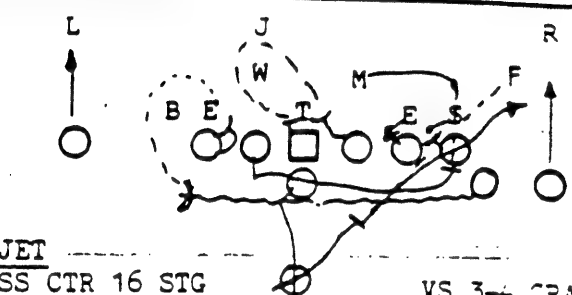
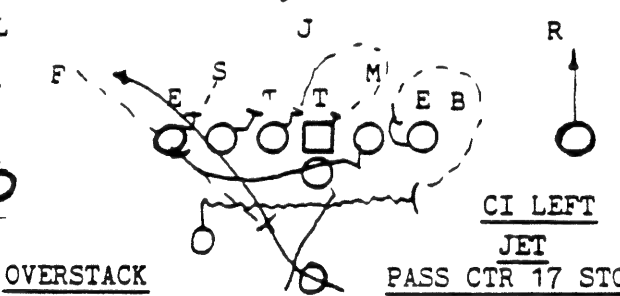
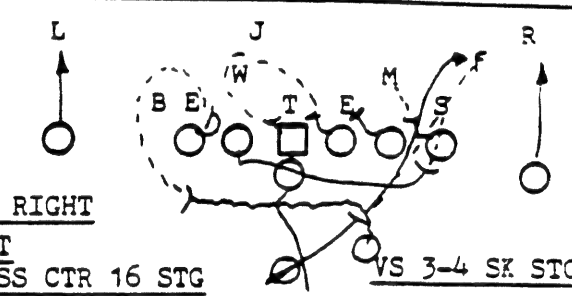


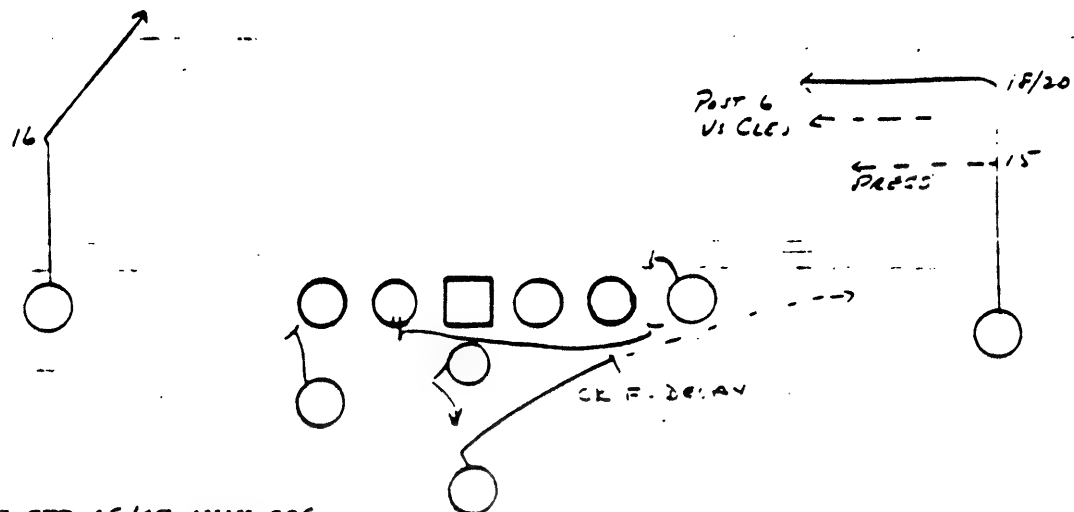
<p>VS 4-3</p> <p>CI LEFT NEAR PASS 18 EXPL</p>	<p>VS 3-4</p> <p>CI RT NEAR PASS 19 EXPL</p>
<p>VS KC</p> <p>TREY LT NEAR JET PASS 18 EXPL</p>	<p>VS 3-4 CRA</p> <p>TREY RT NEAR JET PASS 19 EXPL</p>
<p>VS UNDER</p> <p>2 ZOOM PASS 18 EXPL AWAY</p>	<p>VS 3-4 SK WK</p> <p>3 ZOOM PASS 19 EXPL AWAY</p>
<p>PWR DRIVE BLOCK</p>	<p>QB</p> <ol style="list-style-type: none"> 1. SPRINT AT 45° ANGLE. MAKE GOOD FAKE TO BACK. 2. CHECK JILL FOR THROW TO BACK OR Z
<p>OWR PATTERN</p>	<p>BC</p> <p>FAKING BACK=EXPLODE TO A SPOT 3 YDS. BEHIND TE. FAKE RUNNING PLAY HARD, CARRY OUT FAKE N.S.P.U.</p>
<p>Y</p> <p>FAKE AN EAT BLOCK. AREA PROTECT WITH TACKLE.</p>	
<p>PT</p> <p>DRIVE, TAG</p>	
<p>PG</p> <p>DRIVE, TAG, LOU OR RAY</p>	<p>RB</p> <p>TAKE BEST RELEASE, INSIDE OR OUTSIDE TE'S BLOCK, RUN FLAG ROUTE. N.S.P.U.</p>
<p>C</p> <p>DRIVE, LOU OR RAY</p>	
<p>OFG</p> <p>LOU OR RAY, HOOK, TAG</p>	
<p>OFT</p> <p>TAG, EAT, HOOK</p>	<p>BLOCKING VARIATIONS</p>



PLAY PASS CTR 17 STRONG

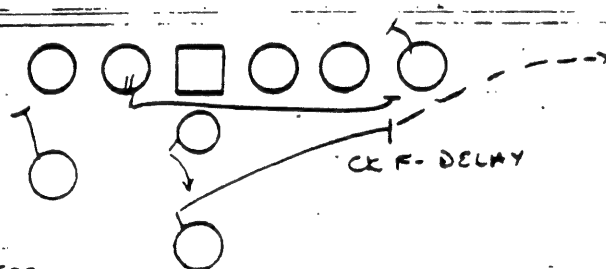
PLAY PASS CTR 16 STRONG

 <p>VS 4-3</p> <p>CI LEFT PASS CTR 17 STG</p>	 <p>CI RIGHT PASS CTR 16 STG</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>5 JET PASS CTR 17 STG</p>	 <p>4 JET PASS CTR 16 STG</p> <p>VS 3-4 CRAS</p>
 <p>OVERSTACK</p> <p>CI LEFT JET PASS CTR 17 STG</p>	 <p>CI RIGHT JET PASS CTR 16 STG</p> <p>VS 3-4 SK STG</p>
<p>PWR PATTERN</p>	<p>QB</p> <ol style="list-style-type: none"> 1. GOOD COUNTER FAKE TO BACK 2. CHECK JILL. GO TO X OR Z 3. CHECK FAKING BACK AS CUTLE
<p>OWR PATTERN</p>	<p>BC</p> <p>FAKING BACK=CTR STEP, CREATE MESH WITH QB, OVER THE TOP.</p>
<p>Y</p> <p>MAKE STRONG COUNTER BLOCKING FAKE. PROTECT INSIDE GAP (DE TO NEAR LB)</p>	<p>S.P.U. FRANK, W/T SLIP OUT ON ARROW ROUTE.</p>
<p>PT</p> <p>MAKE STRONG COUNTER BLOCKING FAKE. PROTECT INSIDE GAP (NEAR LB, DE, DT, MIKE)</p>	
<p>PG</p> <p>MAKE STRONG COUNTER BLOCKING FAKE. PROTECT INSIDE GAP (DT, MIKE, OFF LB)</p>	<p>RB</p>
<p>C</p> <p>MAKE STRONG SLIP BLOCK FAKE PROTECT OFFSIDE GAP</p>	<p>S.P.U. BUCK=WALL PROTECT WITH OFF SIDE TACKLE. ALERT JET CALL.</p>
<p>OFG</p> <p>PULL, GET SOME DEPTH, AND BLOCK STUB</p>	
<p>OFT</p> <p>GET INSIDE AND AREA BLOCK #2 AND #3 DEFENDERS WITH BLOCKING BACK</p>	<p>BLOCKING VARIATIONS</p>



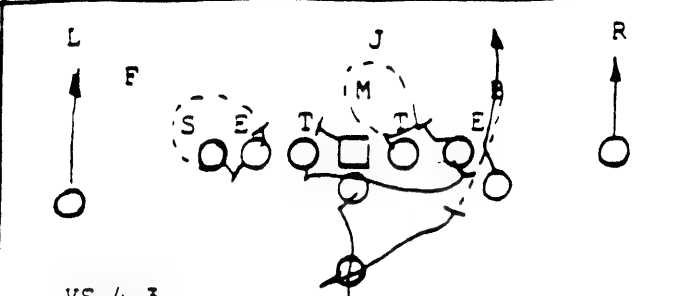
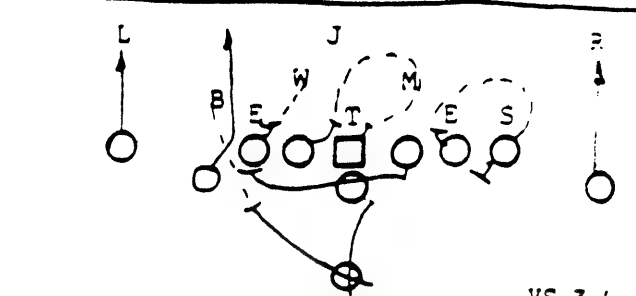
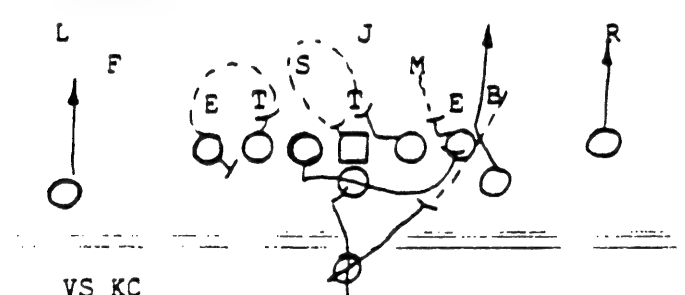
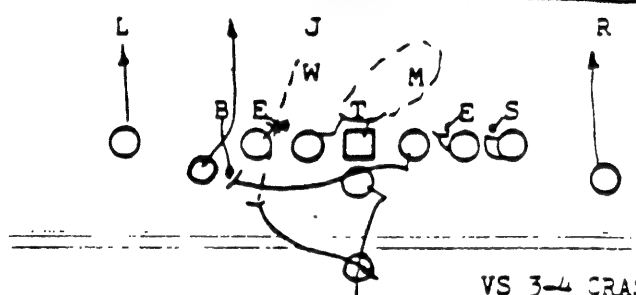
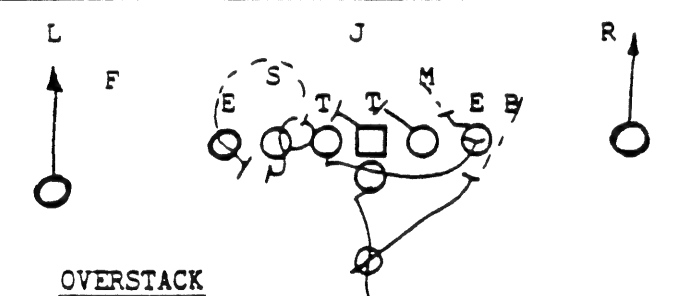
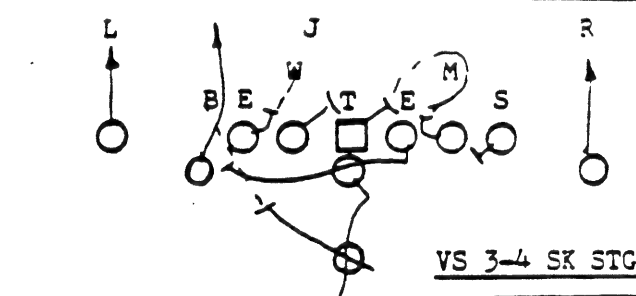
PASS CTR 16/17 AWAY 806

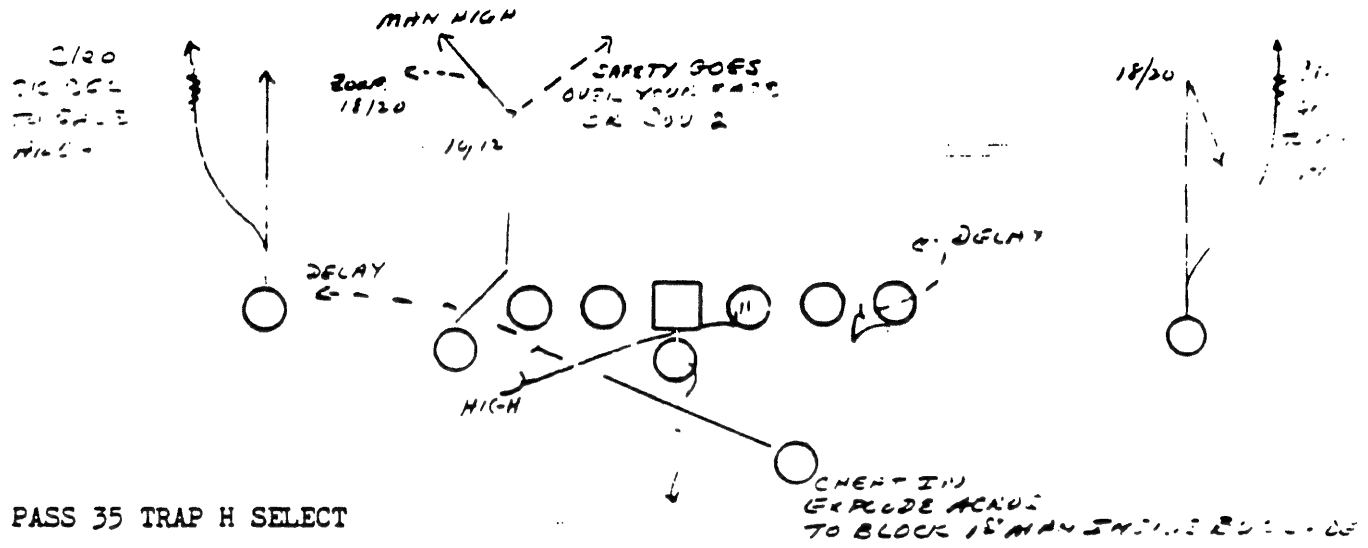
18/20 NO PASS KS CLEO
15 PASS



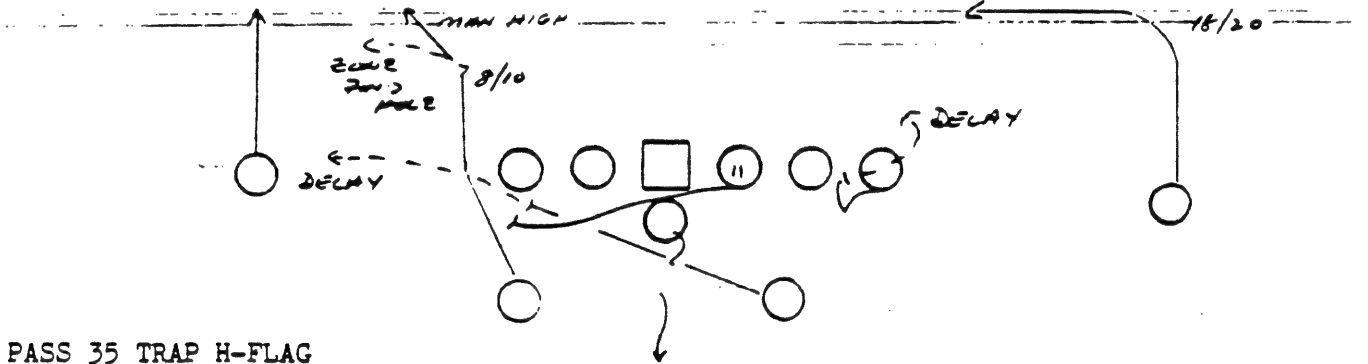
PASS CTR 16/17 AWAY 608



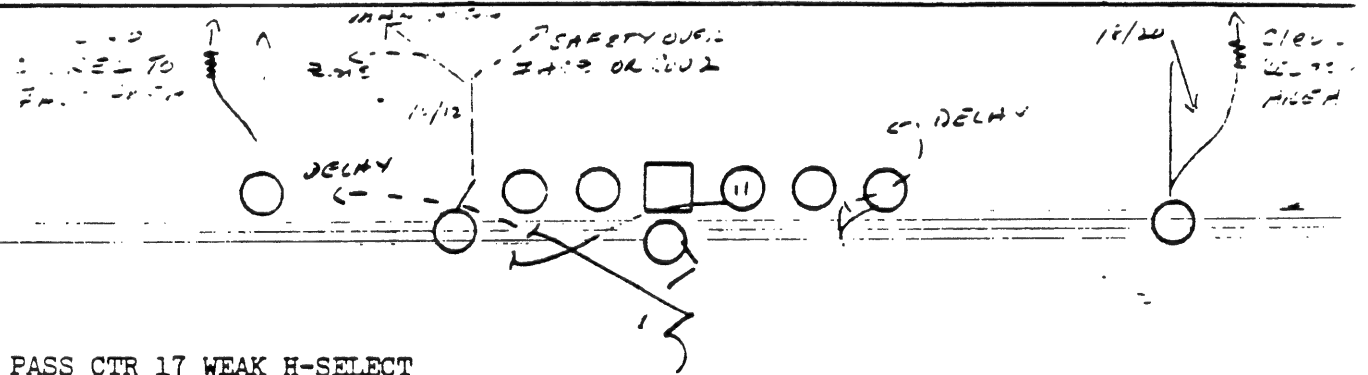
 <p>VS 4-3</p>	 <p>VS 3-4</p>
 <p>VS KC</p>	 <p>VS 3-4 CRAS</p>
 <p>OVERSTACK</p>	 <p>VS 3-4 SK STG</p>
PWR PATTERN	QB 1. GOOD COUNTER FAKE TO BACK 2. ALERT PATTERN OF BACK
OWR PATTERN	BC FAKING BACK=CTR STEP, CREATE GOOD MESH WITH QB, OVER THE TOP FAKE S.P.U. BUCK
Y AREA #2 - #3 WITH OFT	
PT MAKE STRONG CTR BLOCKING FAKE PROTECT INSIDE GAP	
PG MAKE STRONG CTR BLOCKING FAKE PROTECT INSIDE GAP	
C MAKE STRONG SLIP BLOCKING FAKE PROTECT OFFSIDE GAP	RB STEP AT DE, DON'T GET TIED UP ON HIM. RUN ROUTE CALLED. • YOU HAVE FREE RELEASE POST FLAG ARROW
OFG PULL, GET SOME DEPTH, BLOCK 1ST DEFENDER PAST TACKLE'S BLOCK VS AN L LOOK BLOCK OUTSIDE DEFENDER	
OFT AREA # 2 - # 3 WITH Y	
BLOCKING VARIATIONS	



PASS 35 TRAP H SELECT



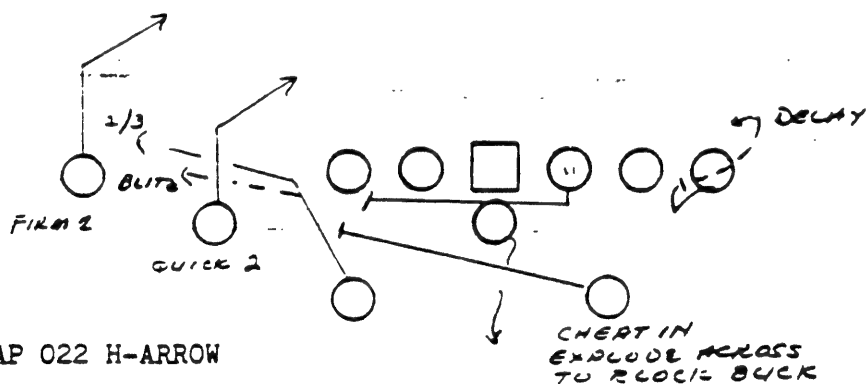
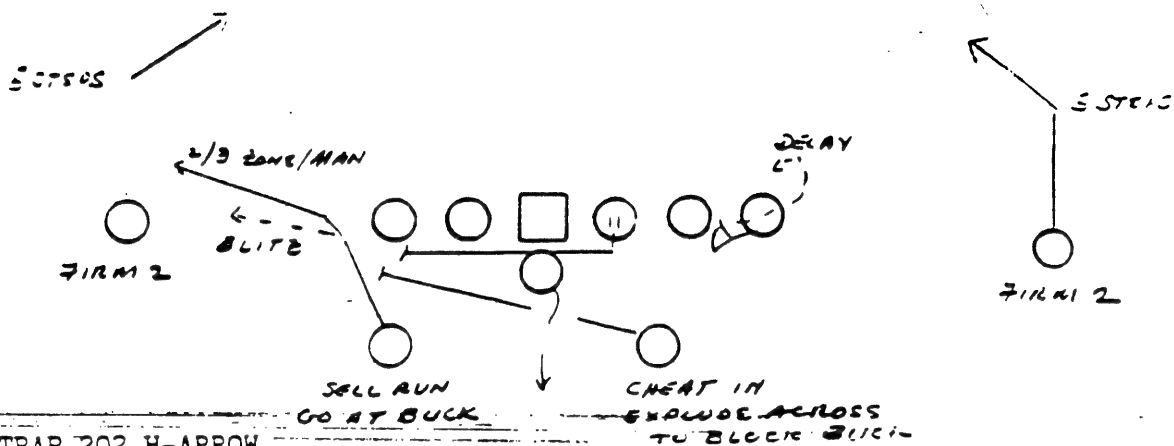
PASS 35 TRAP H-FLAG



PASS CTR 17 WEAK H-SELECT

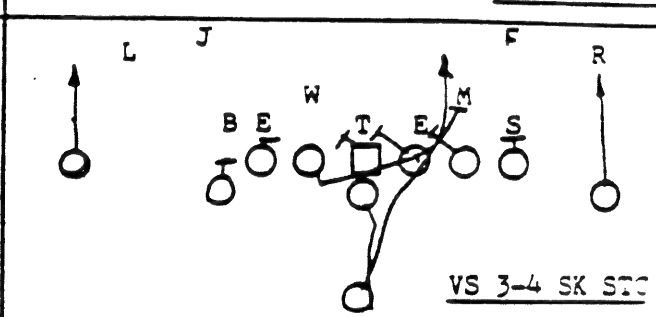
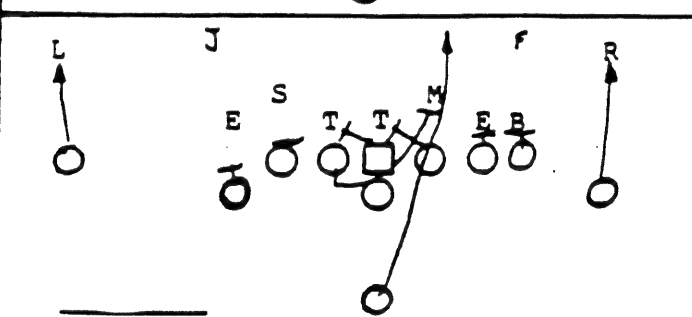
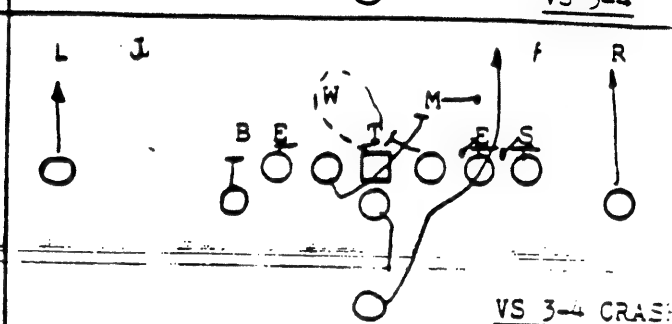
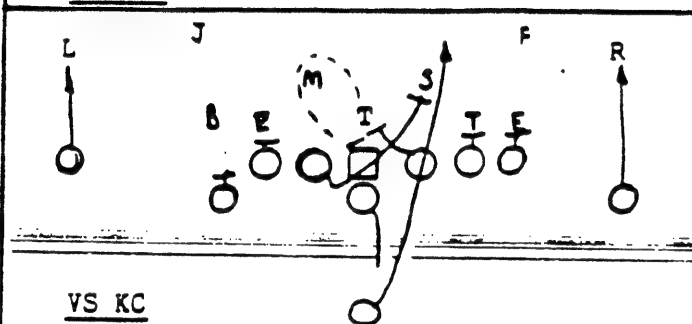
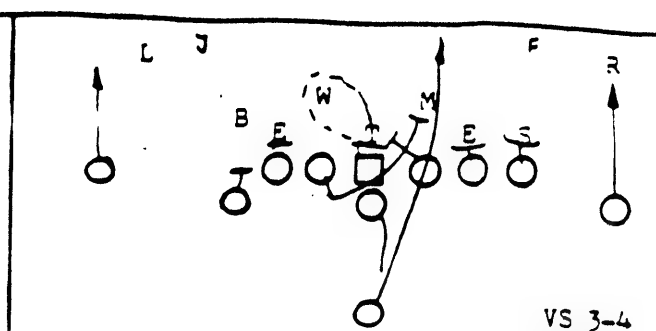
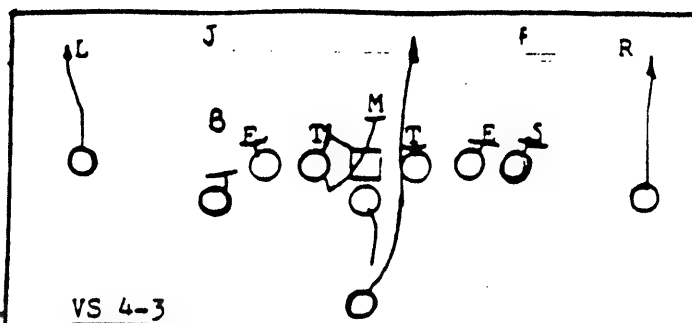


12A



PLAY PASS 12

PLAY PASS 12



PWR PATTERN

QB

1. FAKE TO BACK. DROP BACK & THROW TO BACK
2. USED AS AUDIBLE VS 2 COVER

OWR PATTERN

BC

FAKING BACK=EXPLODE TO OUTSIDE LEG OF P.S. GUARD, RELEASE OUTSIDE SHOULDER OF MAC. LOOK FOR BALL AS YOU CLEAR LB'ER, RUN GOOD UP ROUTE. LET QB THROW YOU INTO MIDDLE. IF JILL STAYS IN CENTER FIELD PULL UP ON HOOK ROUTE.

Y DRIVE BLOCK

PT DRIVE BLOCK DE, VS. STACK, GAP BLOCK

PG DRIVE BLOCK DT, VS. 3-4 LOOK, GAP BLOCK TO OFF INSIDE LB

C GAP BLOCK

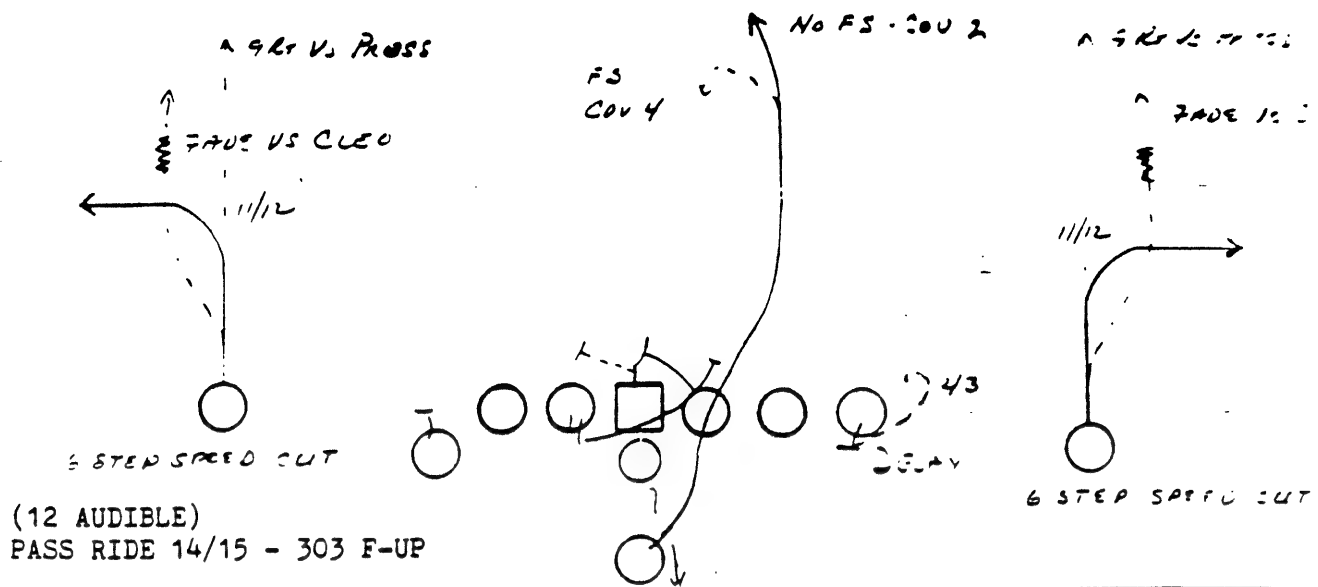
OFG PULL AND TRAP 1ST INSIDE LB

OFT BLOCK DE

RB

S.P.U. BUCK=STEP WITH NEAR FOOT TO DE, KEEP EYES ON BUCK TO SHOW RUN ACTION.

BLOCKING VARIATIONS

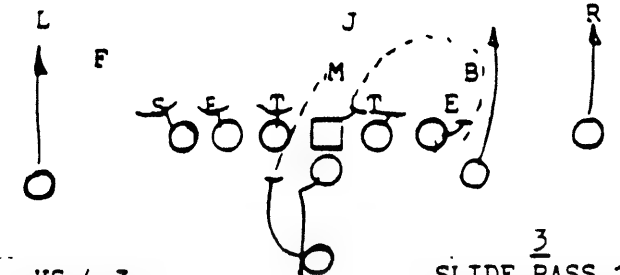
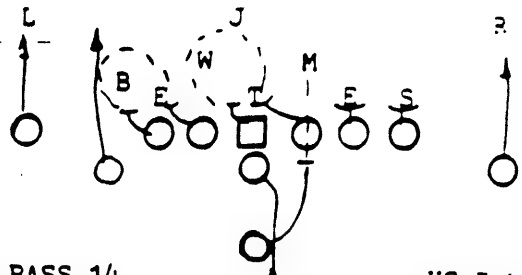
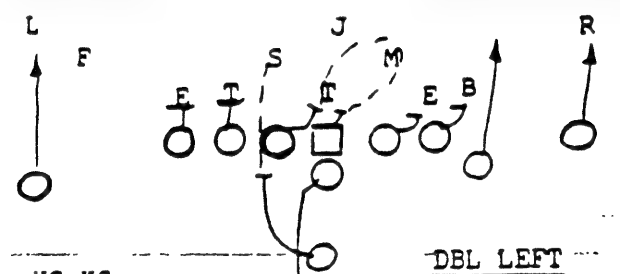
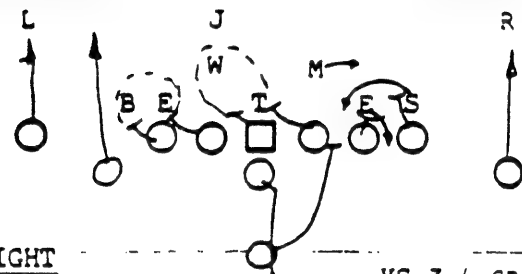
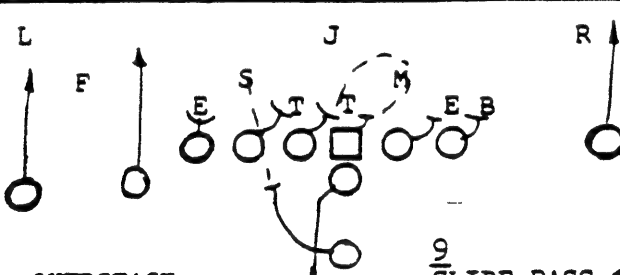
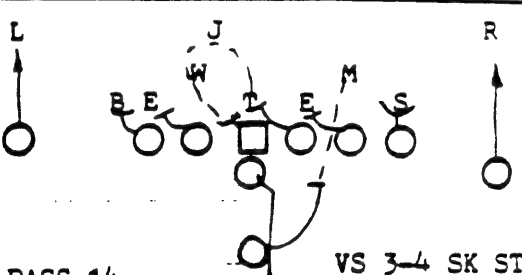


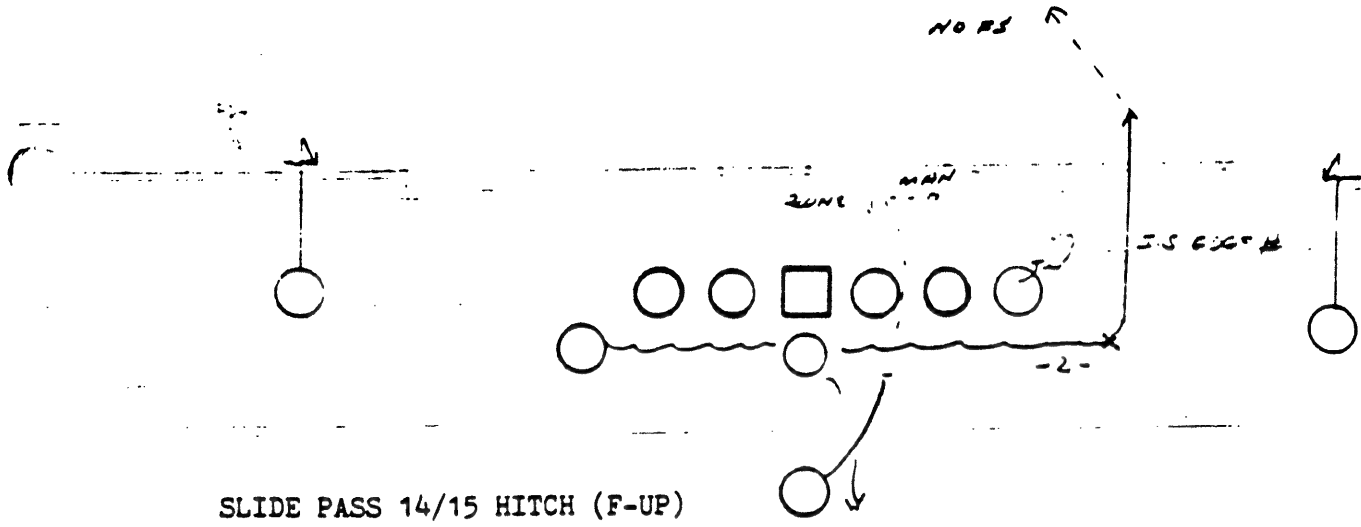
SLIDE PASS

SLIDE PASS 14/15

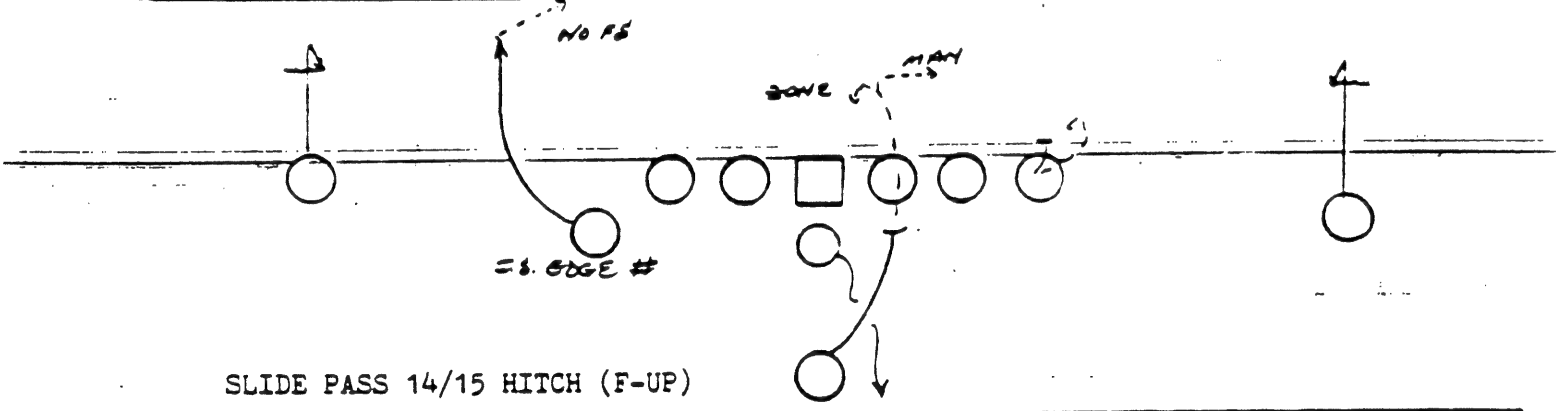
SLIDE PASS 16/17 (TO X)

SLIDE PASS 17/16

 <p>VS 4-3 SLIDE PASS 15</p>	 <p>SLIDE PASS 14 VS 3-4</p>
 <p>VS KC DBL LEFT SLIDE PASS 15</p>	 <p>DBL RIGHT SLIDE PASS 14 VS 3-4 CRASH</p>
 <p>OVERSTACK SLIDE PASS 15</p>	 <p>SLIDE PASS 14 VS 3-4 SK STG</p>
PWR PATTERN	QB <ol style="list-style-type: none"> 1. GOOD FAKE TO BACK. 2. P.S.L. AT CORNERS & THEN TAKE X OR Z
OWR PATTERN	BC <p>FAKING BACK=FK 14/15 S.P.U. MACK, N/T RUN CHECK ROUTE</p>
Y DRIVE BLOCK	
PT DRIVE BLOCK. IF UNCOVERED MAKE GREAT SLIP FAKE AND PROTECT INSIDE GAP	
PG DRIVE BLOCK. IF CENTER IS COVERED MAKE GREAT SLIP BLOCKING FAKE AND PROTECT INSIDE GAP	RB <p>N.S.P.U. YOU HAVE FREE RELEASE RUN ROUTE CALLED.</p>
C MAKE GREAT SLIP BLOCKING FAKE AND PROTECT OFFSIDE GAP	
OFG MAKE GREAT SLIP BLOCKING FAKE AND PROTECT OUTSIDE GAP	
OFT MAKE GREAT SLIP BLOCKING FAKE AND PROTECT OUTSIDE GAP	BLOCKING VARIATIONS



SLIDE PASS 14/15 HITCH (F-UP)

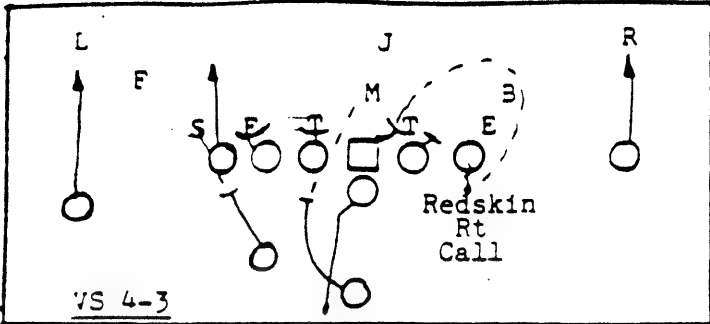
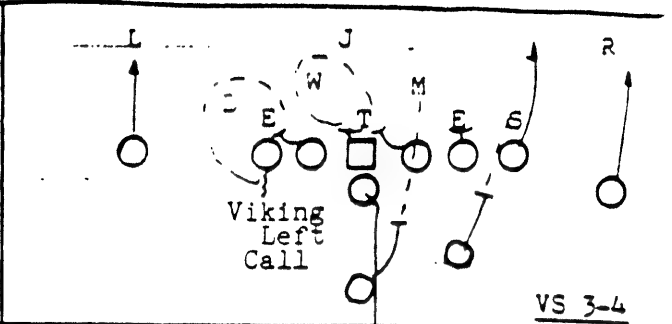
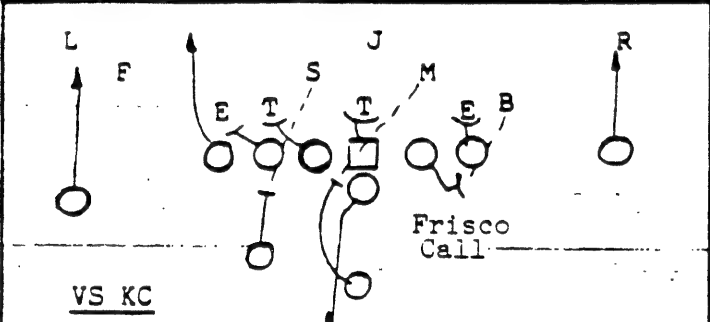
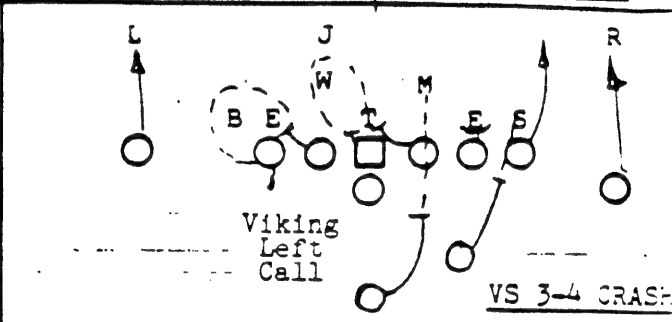
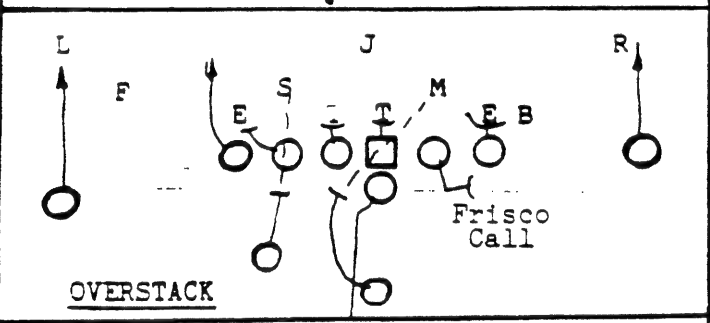
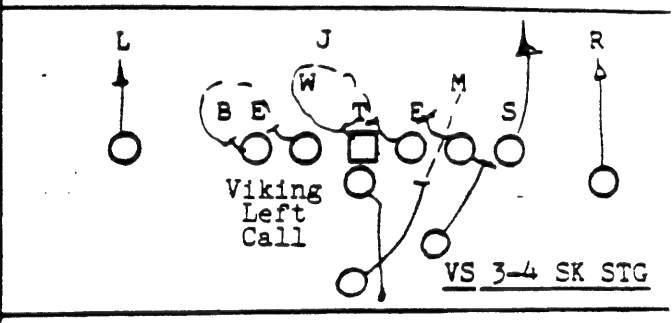


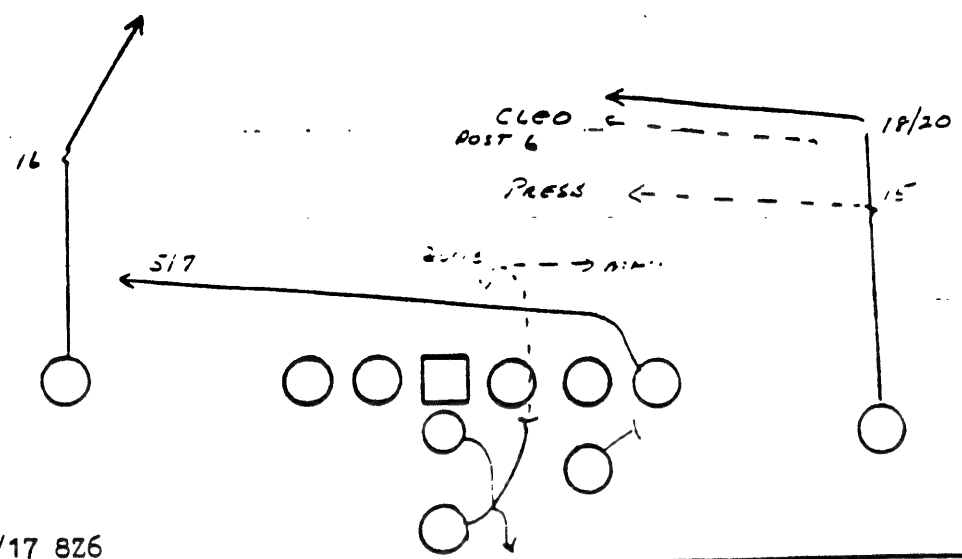
SLIDE PASS 14/15 HITCH (F-UP)



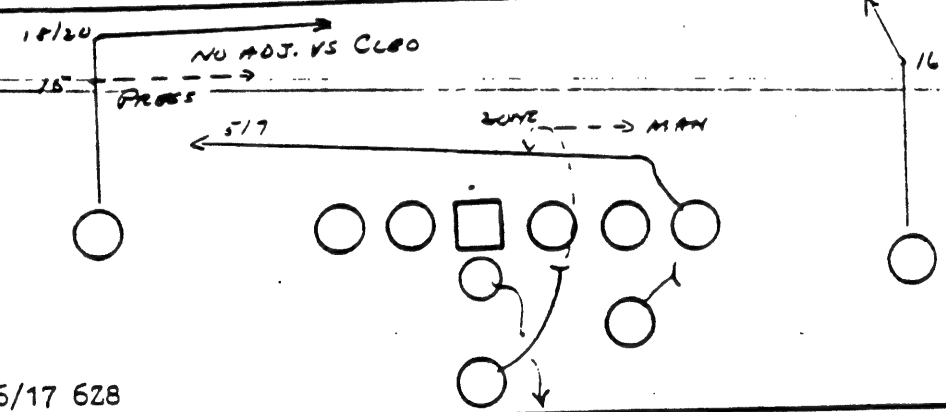
PLAY SLIDE PASS 17 (TO TE)

PLAY SLIDE PASS 16 TO TE

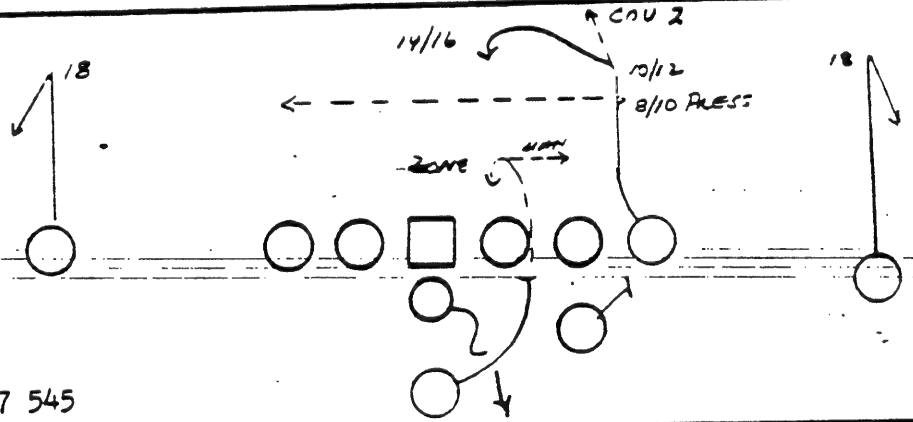
 <p>VS 4-3</p>	 <p>VS 3-4</p>
 <p>VS KC</p>	 <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p>	 <p>VS 3-4 SK STG</p>
PWR PATTERN	QB <ol style="list-style-type: none"> 1. GOOD FAKE TO BACK 2. MAN COVERAGE ALERT RECEIVER 3. ZONE COVERAGE ALERT CHECK
OWR PATTERN	BC <p>FAKING BACK=FAKE PLAY CALLED S.P.U. 1ST INSIDE BACKER TO CALLED SIDE RUN CHECK ROUTE IF NO DOG.</p>
Y PATTERN	ALERT SINK RULE
PT MAKE DRIVE BLOCK FAKE. BLOCK DE (ALERT-PHILLIE CALL)	
PG MAKE DRIVE. BLOCKING FAKE. BLOCK DT (ALERT - PHILLIE, VIKING CALLS)	RB <p>S.P.U. 1ST OUTSIDE BACKER TO CALLED SIDE, N/T RUN ARROW ROUTE</p>
C MAKE ALL NECESSARY SLIDE PROTECT. CALLS EVEN DEFENSE-COWBOY OR REDSKIN ODD DEFENSE-PHILLIE, VIKING, FRISCO	ALERT TO BLACK FRANK IF HE IS COMING.
OFG PROTECT OUTSIDE GAP BE ALERT FOR REDSKIN CALL	
OFT PROTECT OUTSIDE GAP ON A REDSKIN CALL BLOCK DEF END ON A COWBOY CALL	BLOCKING VARIATIONS



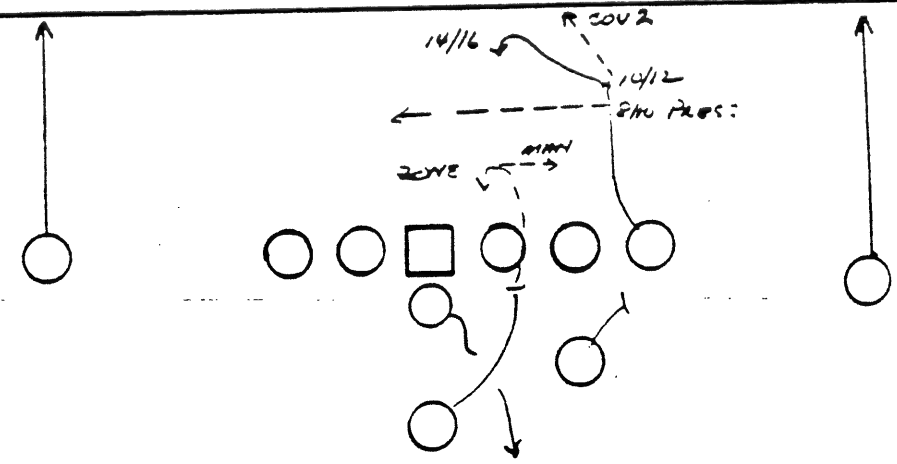
SLIDE PASS 16/17 826



SLIDE PASS 16/17 628



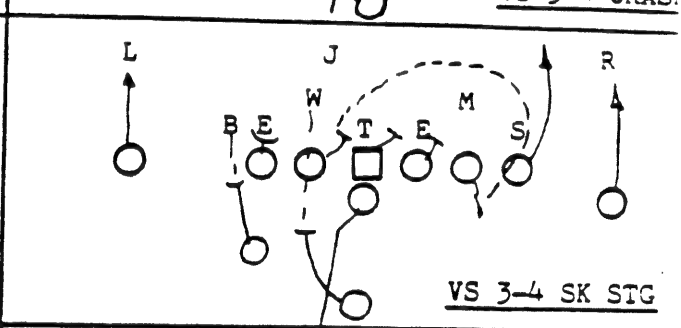
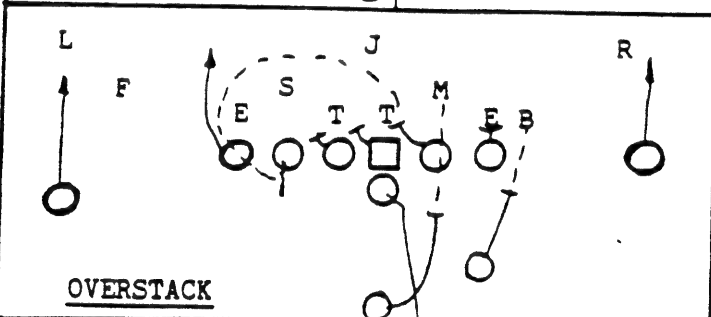
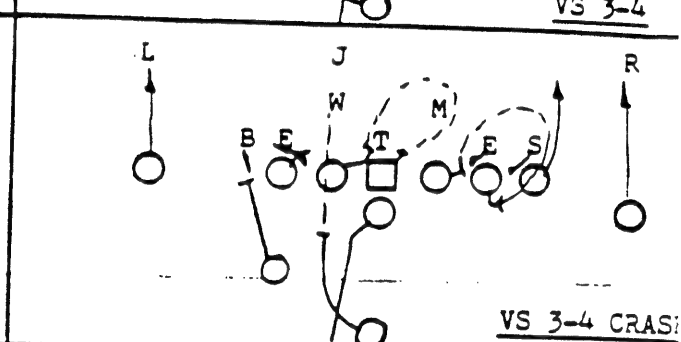
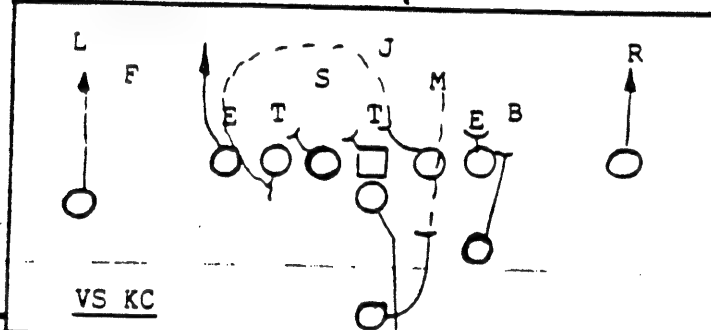
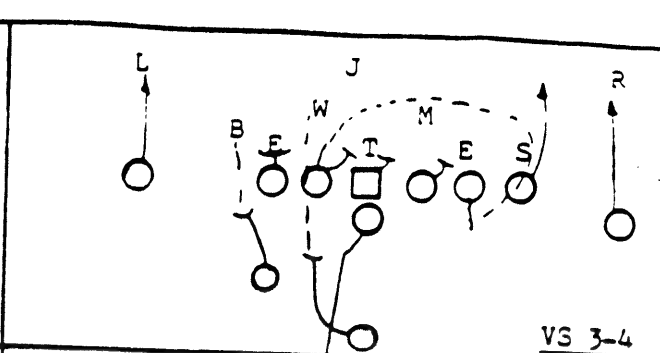
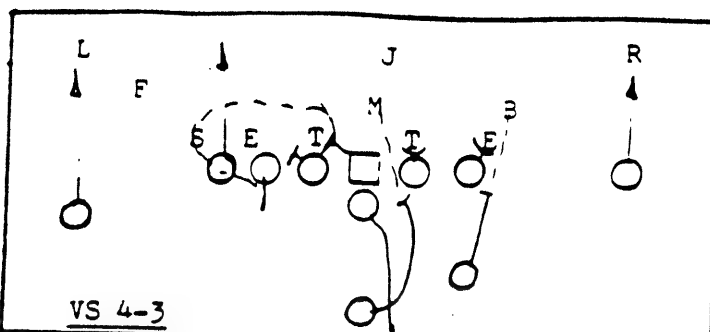
SLIDE PASS 16/17 545



SLIDE PASS 16/17 949

PLAY SLIDE PASS 16 TO X

PLAY SLIDE PASS 17 TO X



PWR PATTERN

QB

1. GOOD FAKE TO BACK
2. MAN COVERAGE ALERT RECEIVER
3. ZONE COVERAGE ALERT CHECKDOWN

OWR PATTERN

BC

FAKING BACK=FK PLAY CALLED.
S.P.U. 1ST INSIDE BACKER TO
CALLED SIDE.
RUN CHECK ROUTE IF NO DOG

Y PATTERN

ALERT SINK RULE

PT FAKE A DRIVE BLOCK
BLOCK DE (ALERT FOR PHILLIE CALL)

PG FAKE A DRIVE BLOCK
BLOCK DT (ALERT FOR PHILLIE &
VIKING CALLS)

RB

S.P.U. 1ST OUTSIDE BACKER TO
CALLED SIDE, N/T RUN ARROW
ROUTE

C MAKE ALL NECESSARY CALLS VS. EVEN
DEF (COWBOY OR REDSKIN) VS. ODD
DEF (PHILLIE, VIKING OR FRISCO)

ALERT FRANK BLITZ

OFG BLOCK OUTSIDE GAP
BE ALERT FOR REDSKIN CALL

OFT BLOCK DE ON COWBOY CALL ON ALL
OTHERS BLOCK OUTSIDE GAP

BLOCKING VARIATIONS

NACED

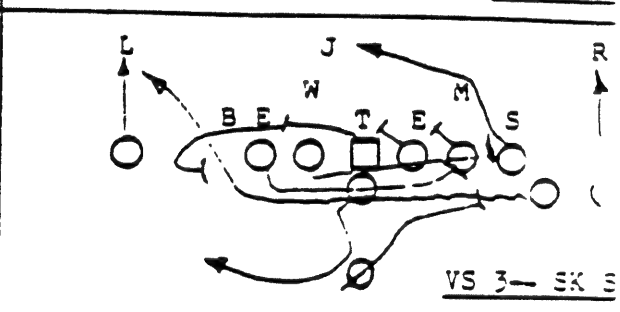
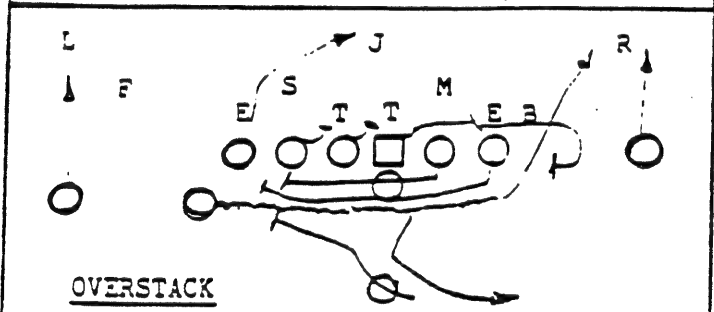
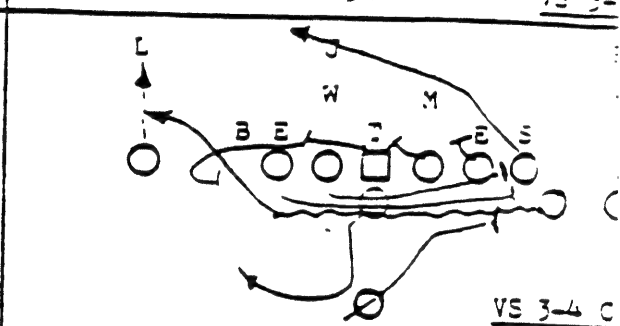
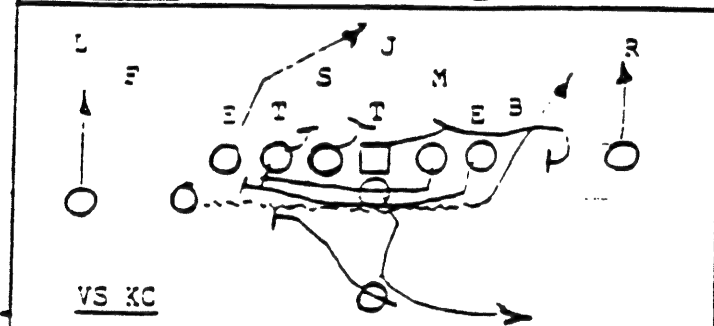
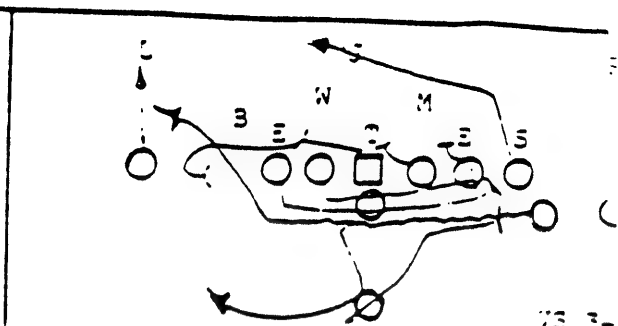
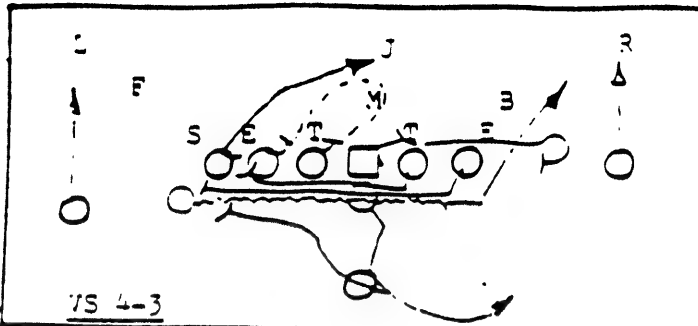
PASS CTR 16/17 NAKED LT/RT (926)

PASS 36/37 NAKED LT/RT 926

PASS CTR 16/17 NAKED LT/RT KEEPER (926)

PLAY PASS CTR 17 NAKED RIGHT

PLAY PASS CTR 16 NAKED LEFT



PWR PATTERN

QB
1. GOOD COUNTER FAKE
2. ALERT FOR BACK IN FLAT, Y

OWR PATTERN

BC
FAKING BACK=CTR STEP, CREATE MESH WITH QB. S.P.U. M.D.M. BACKSIDE GOOD FAKE.

Y PATTERN

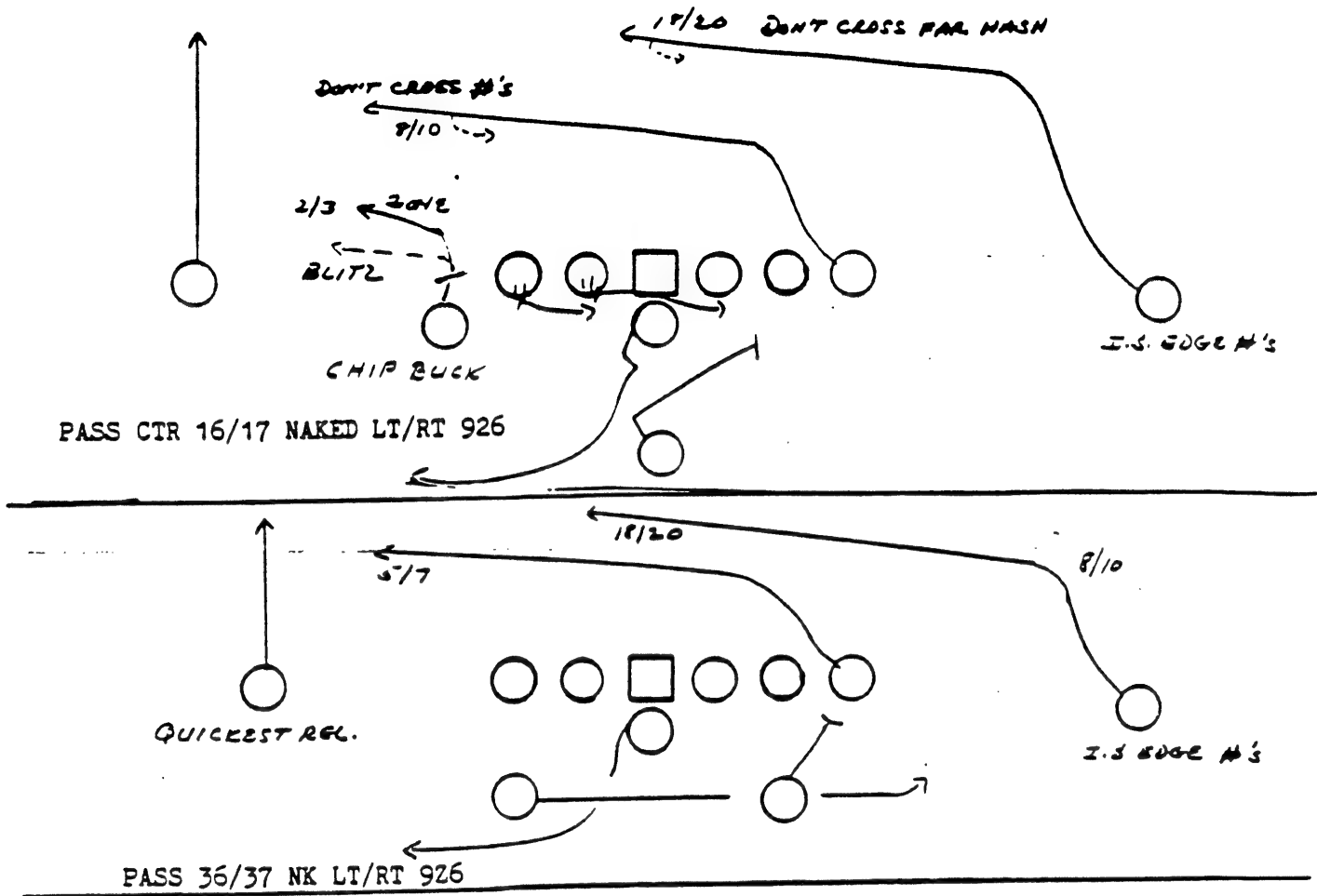
PT
PULL AND BLOCK FIRST FREE DEFENDER INSIDE OR OUTSIDE GUARD'S BLOCK

PG
PULL AND BLOCK FIRST DEFENDER PAST TACKLE'S BLOCK

RB
JET TO POSITION TO FAINT A BL ON BUCK. SLIGHT PAUSE, FLAS THEN RUN ARROW ROUTE. IF BU ON BUMP HIM, RELEASE HIM INS IF POSSIBLE LOOK FOR BALL

C
BLOCK AS IN CTR 16 AND 17. ALLOW YOUR MAN TO SLIP INSIDE. THEN SLIDE OUT TO PEEL BACK OR LEAD QB.

OFG
BLOCK INSIDE GAP



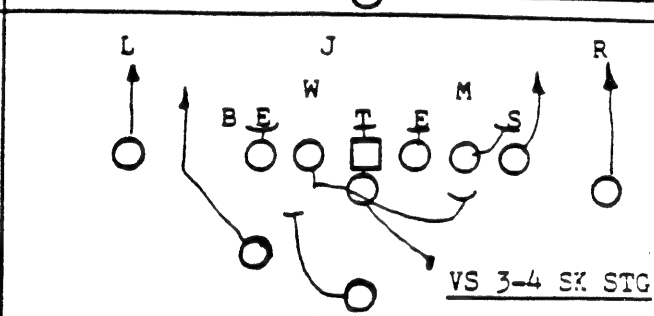
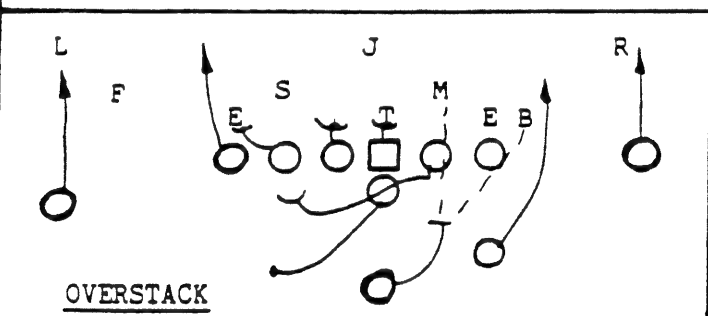
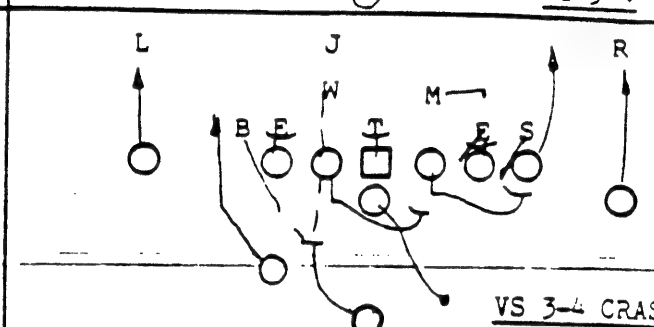
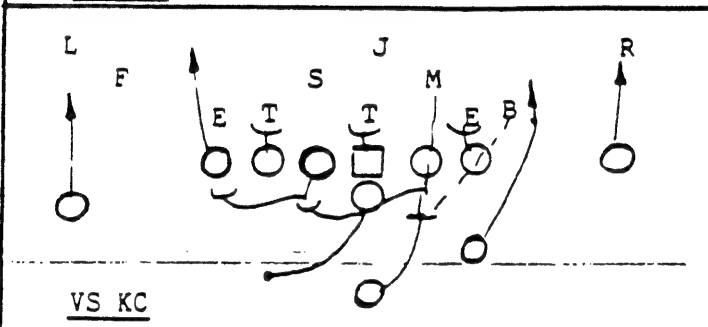
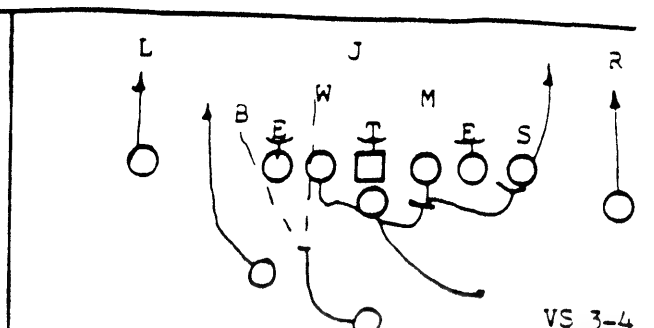
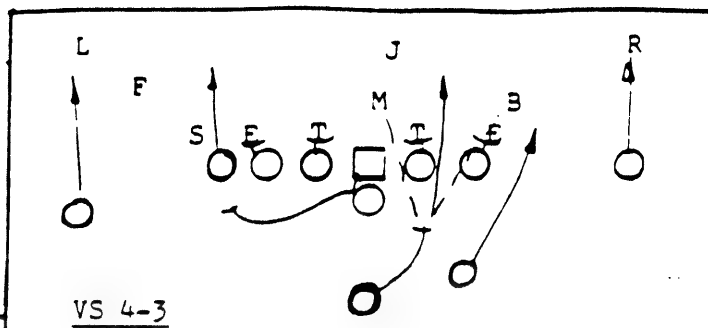
WAGGLE

WAGGLE RT/LT

WAGGLE LT/RT (TOWARD X)

PLAY WAGGLE LEFT TO TE

PLAY WAGGLE RIGHT TO TE



PWR PATTERN

QB
1. QUICK FAKE TO BACK
2. SET UP BEHIND OT

OWR PATTERN

BC
FAKING BACK=FLOW AWAY FROM CALL SIDE, YOU HAVE A DOUBLE RESPONSE INSIDE TO OUTSIDE BACKER AWAY FROM CALLED SIDE.

Y PATTERN

PT
HOOK BLOCK DE
VS 3-4 SINK BLOCK OUTSIDE LB

PG
HOOK BLOCK DT (VS 3-4 SINK, HOOK DE)
VS 3-4 PULL TO 1ST OUTSIDE LB

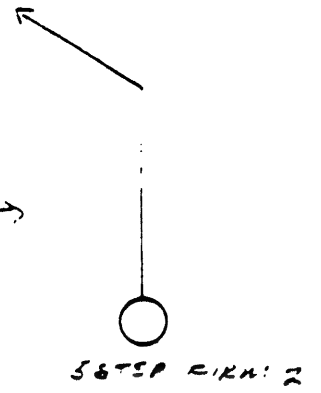
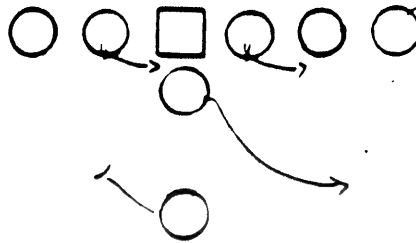
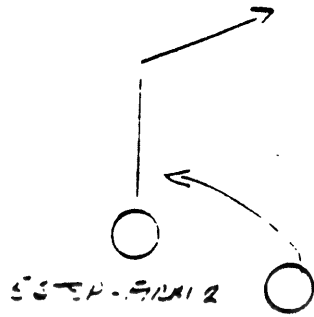
C
HOOK MAN ON
VS EVEN DEF-PULL TO 1ST OUTSIDE LB

OFG
HOOK DT (VS 3-4 SINK HOOK DE)
VS 3-4 LOOK PULL TO 1ST INSIDE LB

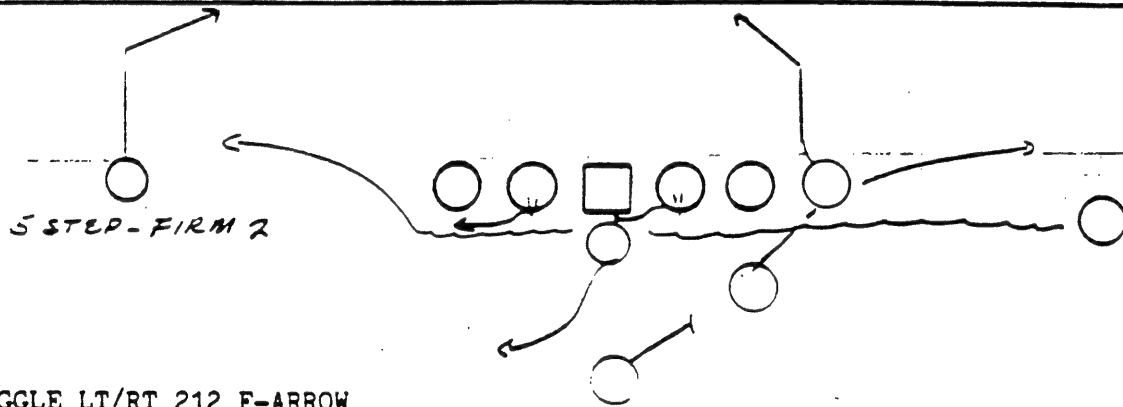
RB
FLOW AWAY FROM CALLED SIDE
YOU HAVE A FREE RELEASE N.S.P.
RUN ROUTE CALLED OR ROUTE DETERMINED BY GAME PLAN

OFT
BLOCK DE (VS 3-4 SINK BLOCK OUTSIDE LB)

BLOCKING VARIATIONS



WAGGLE RT/LT 112 H-SLANT

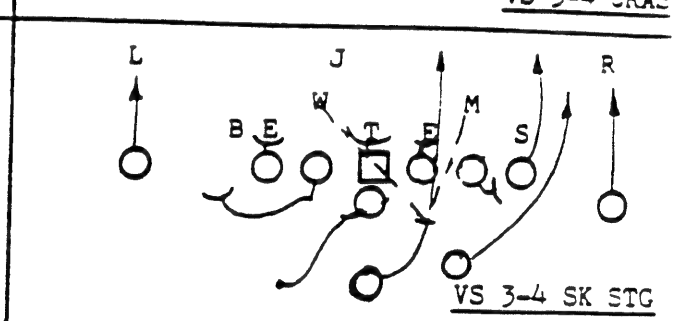
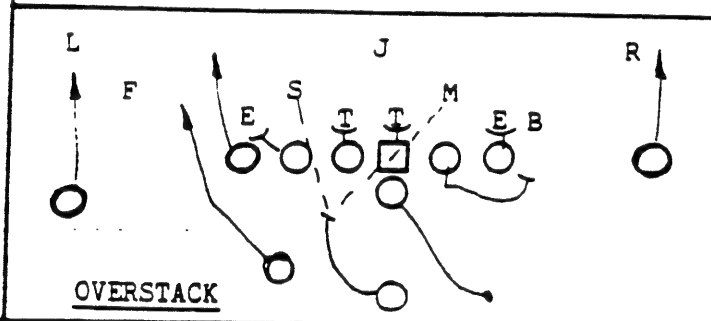
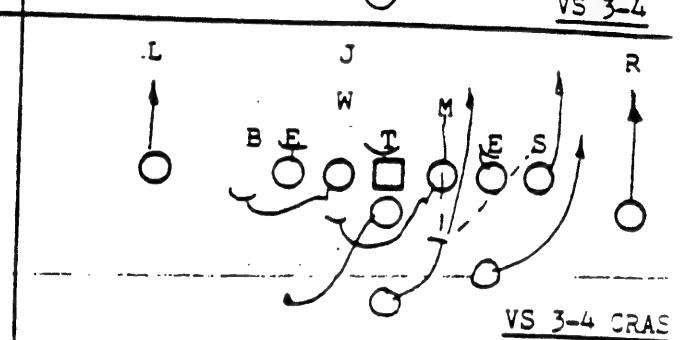
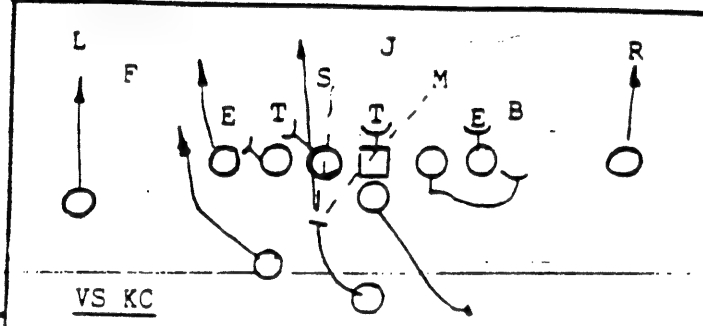
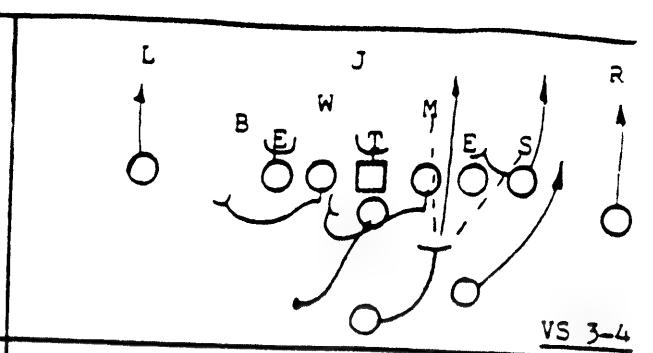
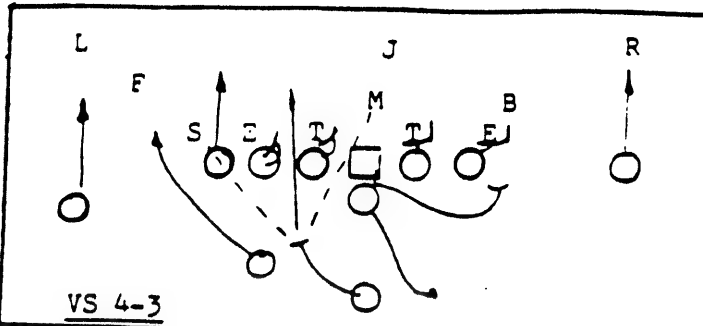


WAGGLE LT/RT 212 F-ARROW



PLAY WAGGLE RT (TO X)

PLAY WAGGLE LT (TO X)



PWR PATTERN

QB
1. QUICK FAKE TO BACK
2. SET UP BEHIND OT

OWR PATTERN

BC

Y PATTERN

FAKING BACK=FLOW AWAY FROM CALL
YOU HAVE A DOUBLE RESPONSE
INSIDE TO OUTSIDE BACKER AWAY
FROM CALLED SIDE.

PT
HOOK BLOCK DE
VS. 3-4 SINK BLOCK OUTSIDE LB

NOTE=AT TIMES YOU WILL HAVE
CK DOWN ROUTE BY GAME PLAN

PG
HOOK BLOCK DT. (VS 3-4 SINK, HOOK
DE)
VS 3-4 PULL TO 1ST OUTSIDE LB

RB

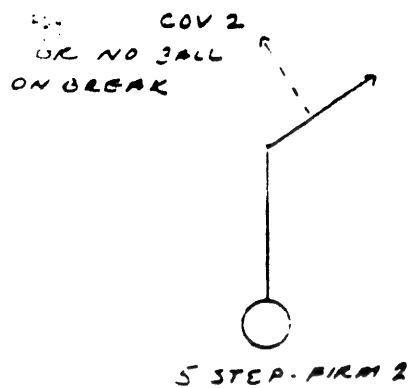
C
HOOK MAN ON
VS EVEN DEF-PULL TO 1ST OUTSIDE
LB

FLOW AWAY FROM CALLED SIDE
YOU HAVE A FREE RELEASE,
N.S.P.U.
RUN ROUTE CALLED, OR ROUTE
DETERMINED BY GAME PLAN

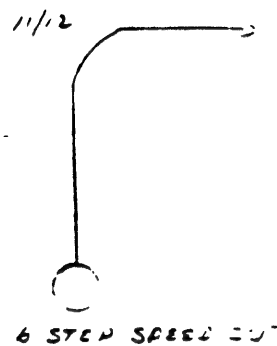
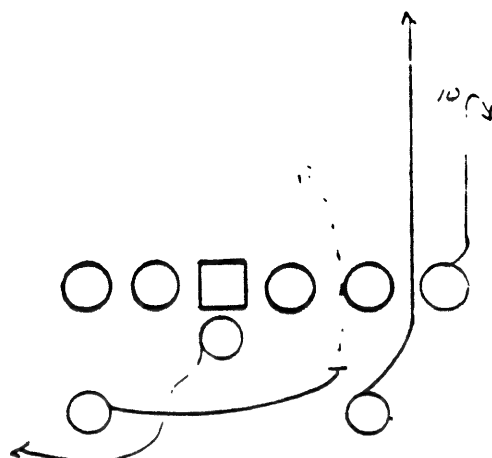
OFG
HOOK DT. (VS 3-4 SINK HOOK DE)
VS 3-4 LOOK PULL TO 1ST INSIDE
LB

OFT
BLOCK DE (VS 3-4 SINK BLOCK
OUTSIDE LB)

BLOCKING VARIATIONS

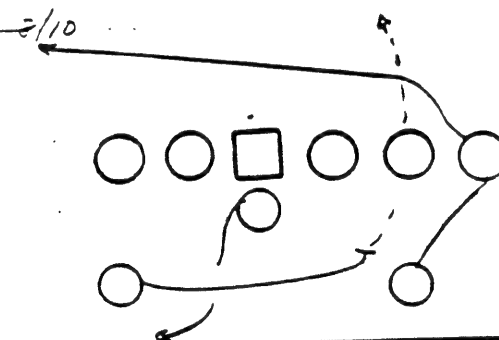


WAGGLE LT/RT 233 F-UP



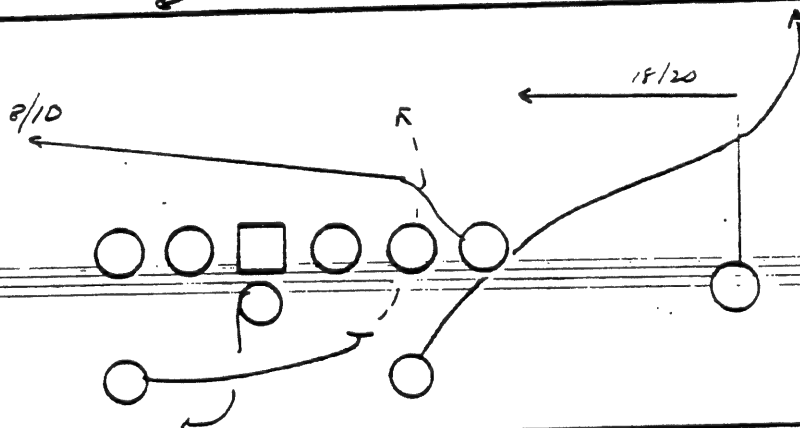
5 STEP - FIRM 2

WAGGLE LT/RT 226 F-SHOOT



6 STEP SPEED CUT

WAGGLE LT/RT 326 F-SHOOT



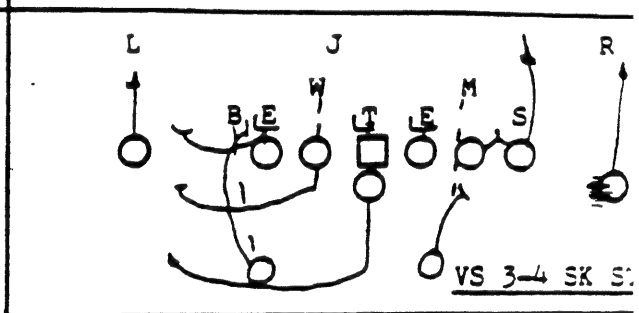
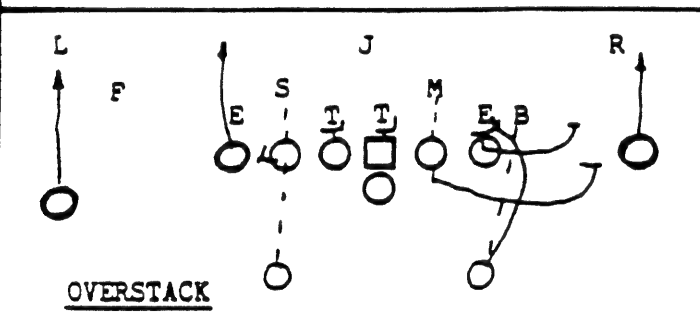
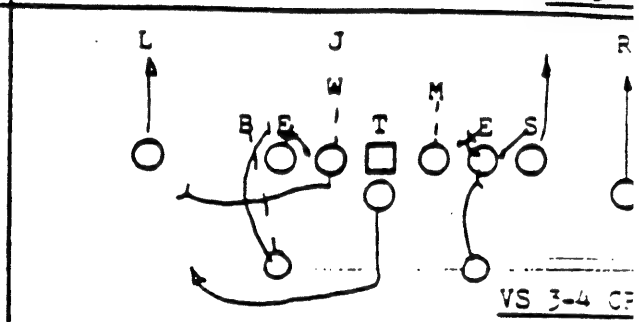
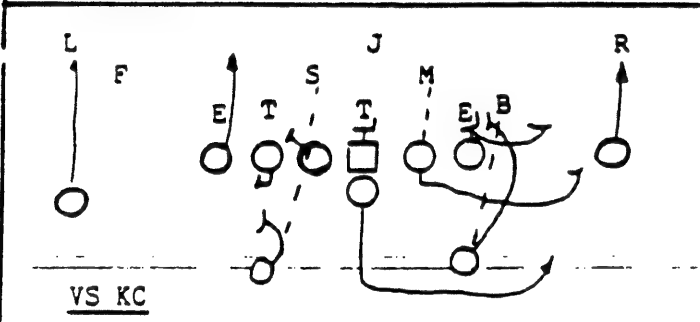
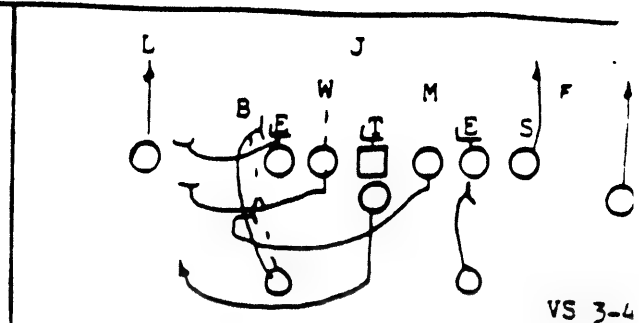
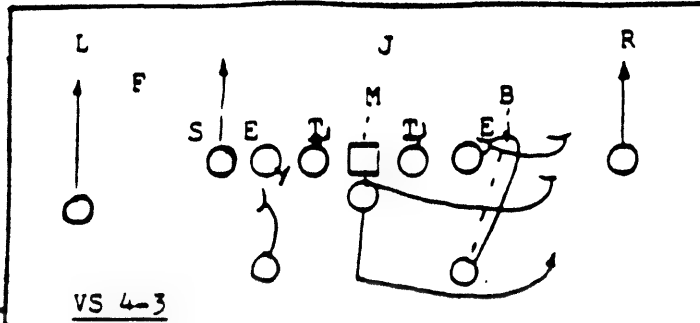
DASH

DASH RT/LT

DASH LT/RT WEAK

PLAY DASH RIGHT WEAK PROTECTION

PLAY DASH LEFT WEAK PROTECTION



PWR PATTERN

QB
1. 5 STEP DROP - GUN - 3 STEP
2. DASH TO NUMBERS

OWR PATTERN

BC
BACK AWAY DASH=S.P.U. STUB OR WALL PROTECT WITH OFFSIDE TACK SET INSIDE. AS QB WILL BE ROLLING AWAY FROM YOUR SIDE.

Y PATTERN

PT
FIRM PROTECTION ASSIGNMENTS. HOOK DEFENDER. IF YOU DO NOT SUCCEED, KEEP HIM ON L.O.S. TILL YOU GET HELP. THEN SLIP OUT IN FRONT OF QB.

RB
BACK TO DASH=S.P.U. BUCK BACK PIN HIM WHEN POSSIBLE. YOUR QB WILL BE ROLLING OUT YOUR SIDE IF NO STUB OR FRANK DOG TURN AND PIN DE WITH OT. DO NOT CR IF TACKLE IS ENGAGED WITH DE.

PG
FIRM PROTECTION ASSIGNMENTS. HOOK DEFENDER. VS 3-4 LOOK, CHECK LB AND PULL TO PROTECT IN FRONT OF QB.

C
FIRM PROTECTION ASSIGNMENTS. HOOK DEFENDER. IF UNCOVERED, CHECK LB AND PULL TO PROTECT IN FRONT OF QB.

OFG
FIRM PROTECTION ASSIGNMENTS. HOOK DEFENDER. IF UNCOVERED CHECK LB AND PULL TO FRONT SIDE.

OFT
FIRM PROTECTION ASSIGNMENTS. HOOK DEFENDER OR DRIVE HIM DEEP

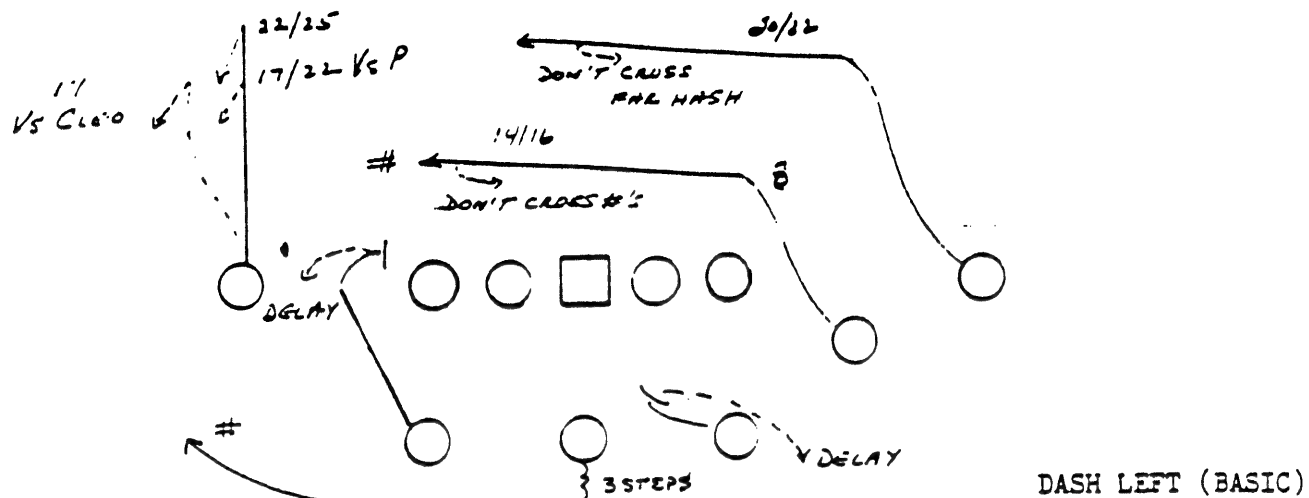
BLOCKING VARIATIONS

BOOT PASS

PASS R 16 AWAY BOOT LT

PASS CTR 17 WK BOOT RT

PASS CTR 16 BOOT LT



TAKE OFF
15 YDS

DASH LEFT (VARIATION) X-TAKE

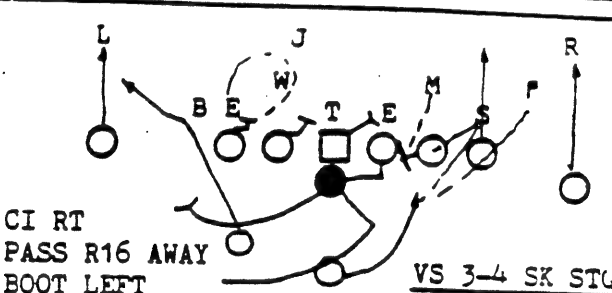
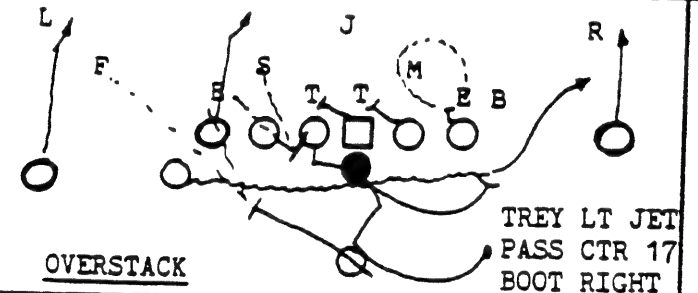
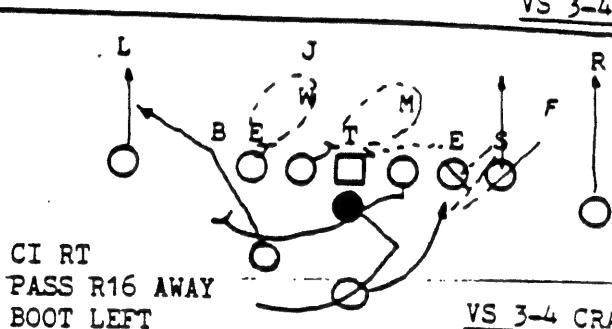
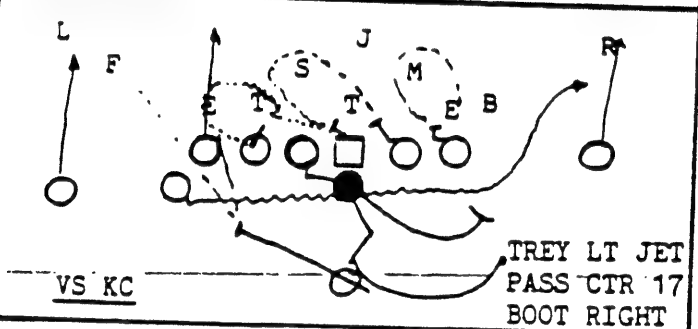
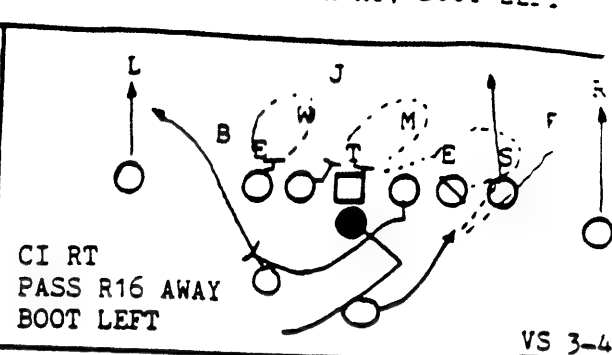
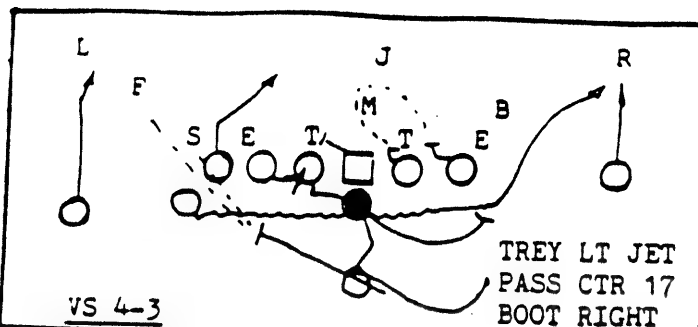
GO TO FAR
HASH

13/20

DASH LEFT (VARIATION) Z-7

PLAY PASS CTR 17, BOOT RIGHT

PLAY PASS R16 AWAY, BOOT LEFT



PWR PATTERN

1. EXCELLENT RUN FAKE
 2. BOOT TO SIDE CALLED
- QB

OWR PATTERN

CTR STEP TO PLAY CALLED. MAKE GOOD RUN FAKE, PROTECT QB'S BACK S ALLOW NO ONE TO CROSS YOUR FACE. N/T DRIFT OUT TO MEDIUM AREA TURN TO QB FOR DUMP OFF.

BC

Y PATTERN

PT MAKE STRONG SLIP BLOCK FAKE. PROTECT INSIDE GAP

PG MAKE STRONG SLIP BLOCK FAKE. PROTECT INSIDE GAP

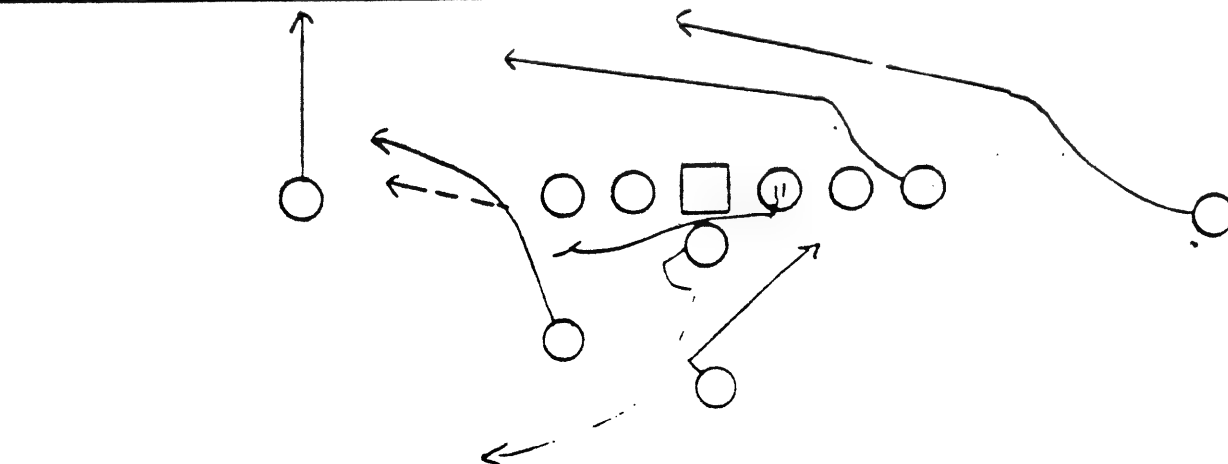
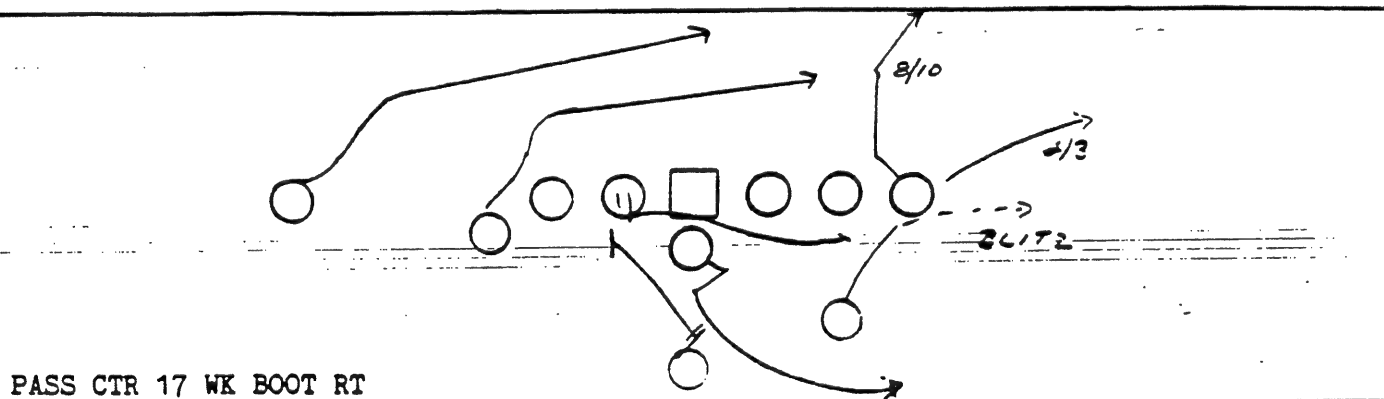
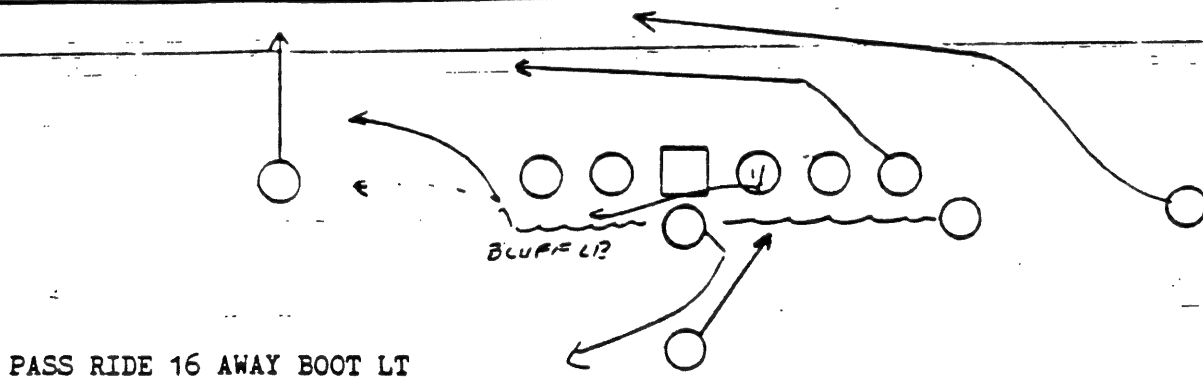
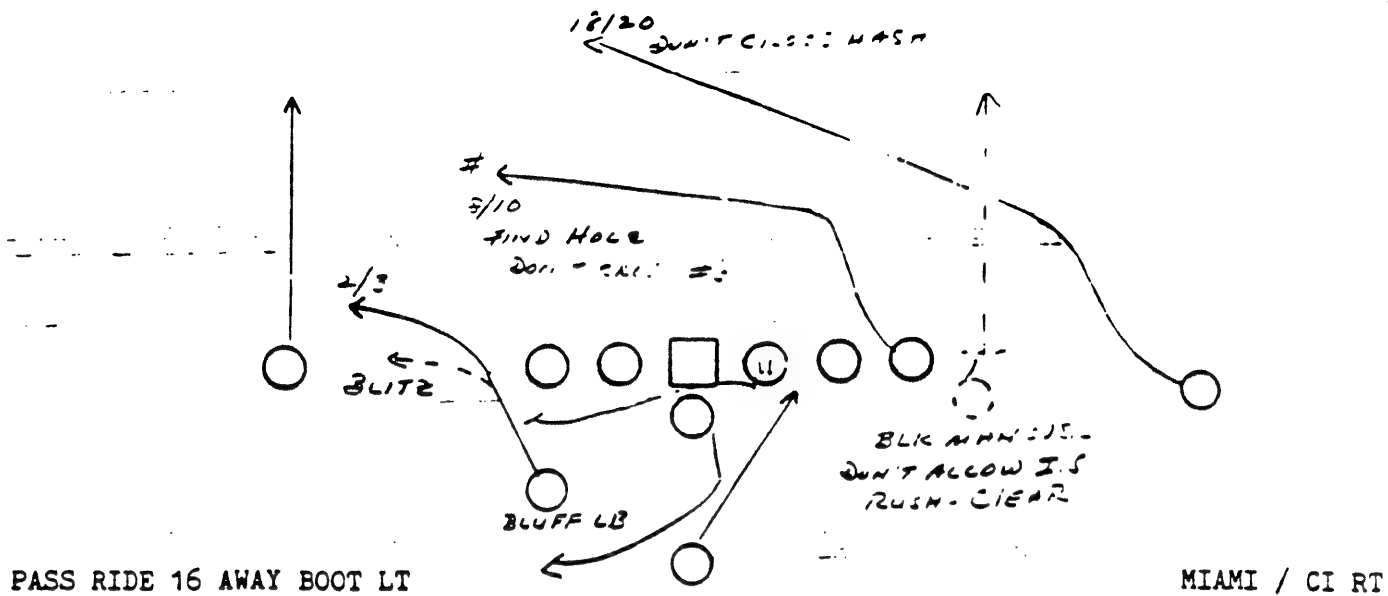
C MAKE STRONG SLIP BLOCK FAKE. PROTECT OFFSIDE GAP (VS 3-4 CHECK INSIDE MOVE OF DEF END)

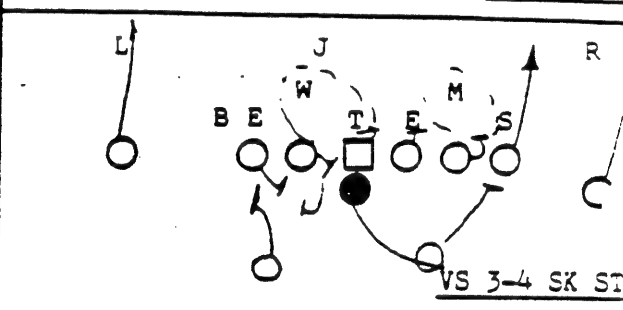
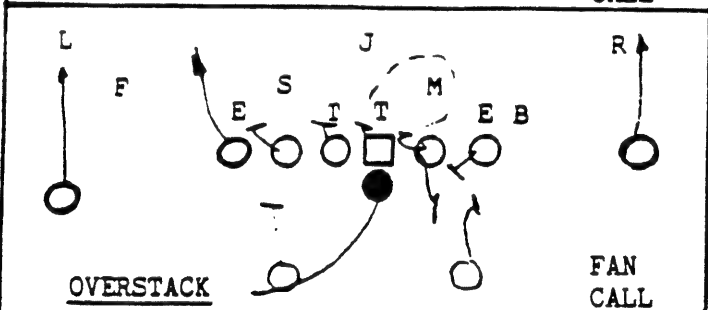
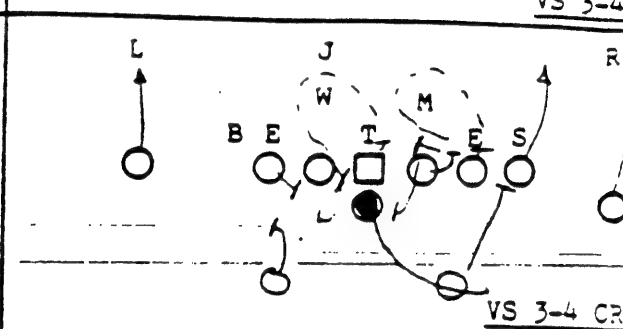
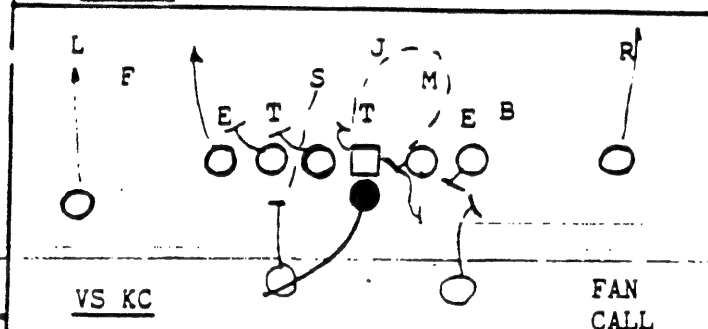
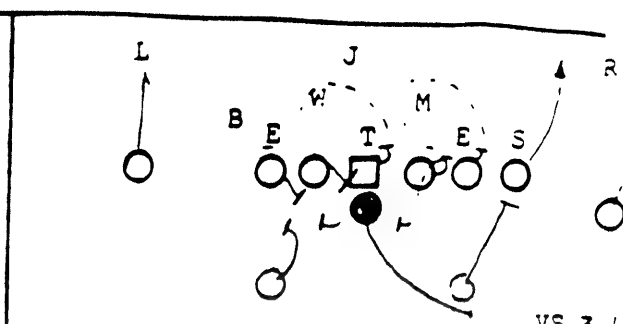
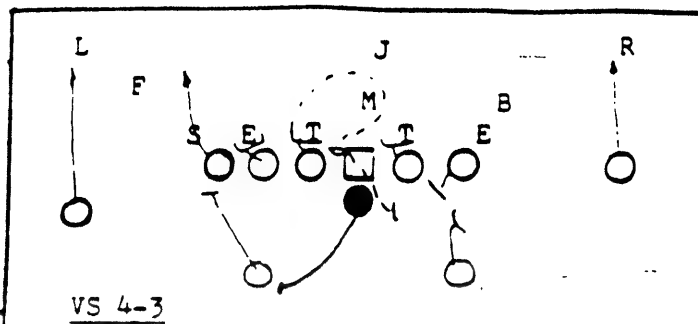
OFG PULL-ON 3rd STEP ROLL TO DEPTH OF 4 YARDS. BLOCK 1st DEFENDER OUTSIDE PT'S BLOCK

OFT VS 3-4 CONTROL OUTSIDE HALF OF DEF END TO STUB. OFF GUARD COVERED CONTROL INSIDE GAP TO DEF. END TO

RB RUN ARROW ROUTE TO CALLED SIDE. FLASH BLOCK LB OR DE TO DELAY YOUR ARROW ROUTE. THIS WILL ALLOW YOUR QB TIME TO MAKE THROW BEFORE YOU GET TOO WIDE

BLOCKING VARIATIONS





PWR PATTERN

QB
1. 1st STEP STRAIGHT BACK
2. ROLL TO SIDE OF PATTERN
ALERT FOR Z N/T GO TO Y

OWR PATTERN

BC
BACK TO SIDE OF SPRINT - BLOCK
STUB OR LOOK AGGRESSIVE, N/T
TURN AND PIN BLOCK WITH O.T.
NOTE - QB IS SPRINTING OUT TO
YOUR SIDE.

Y PATTERN

PT
FRONTSIDE GAP, ON, PEEL
TO OFFSIDE (C.P. FAN CALL)

PG
FRONTSIDE GAP, ON, PEEL
TO OFFSIDE (C.P. FAN CALL)

RB
BLOCK BUCK OR LOOK BACK SIDE.
USE SWAGGLE TECHNIQUE.
NOTE - QB IS SPRINTING AWAY
FROM YOU.

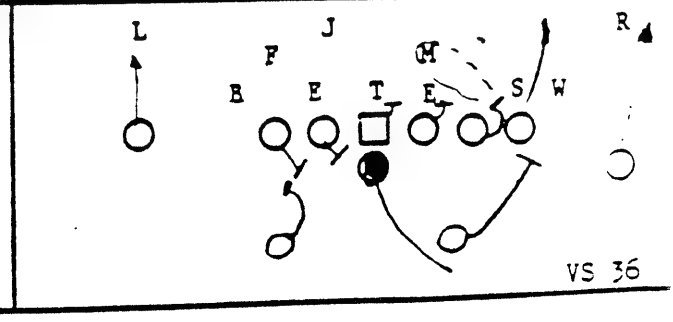
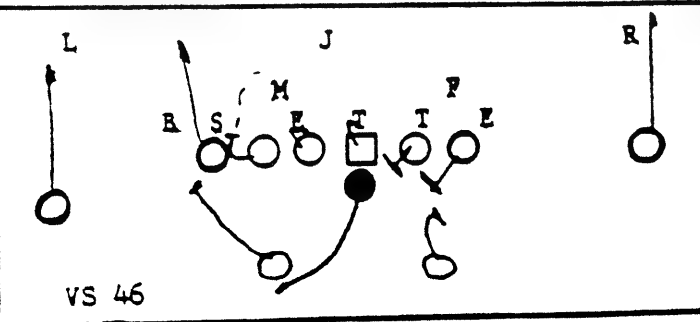
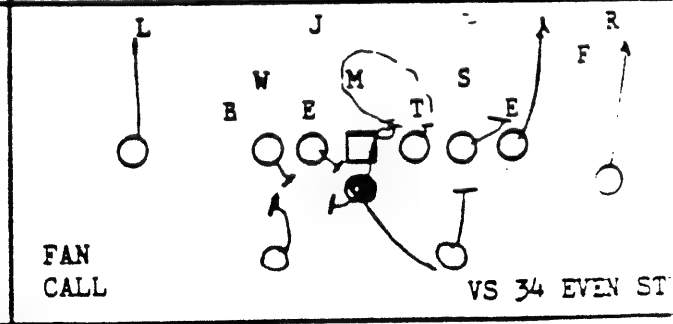
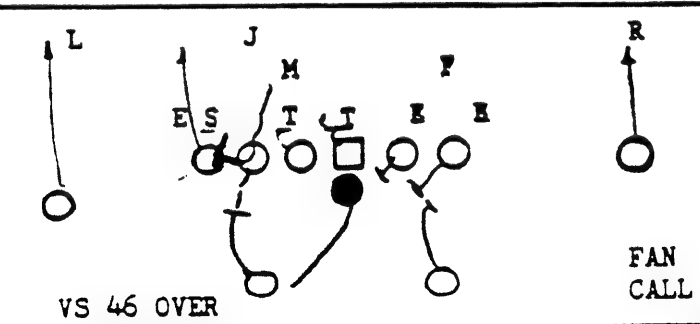
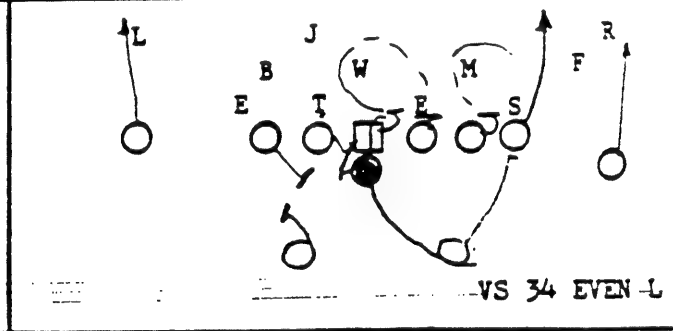
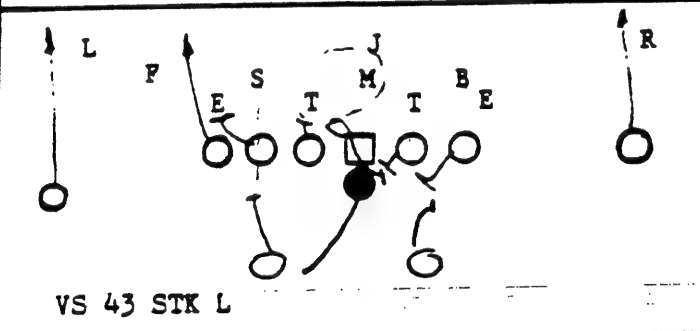
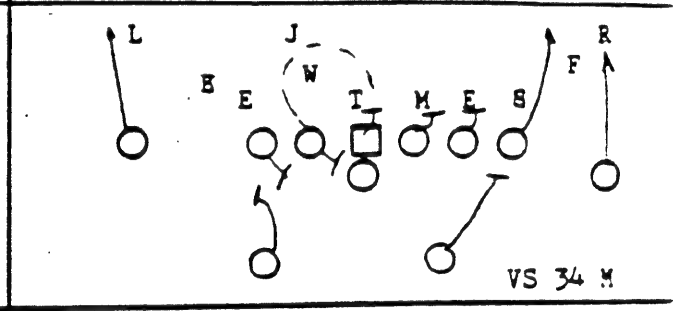
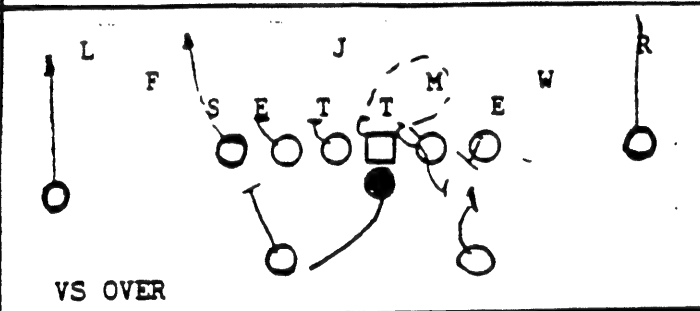
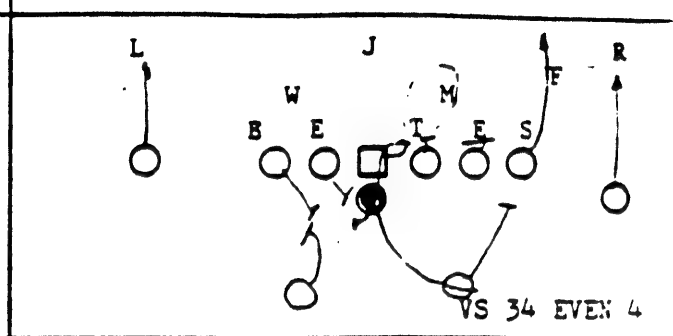
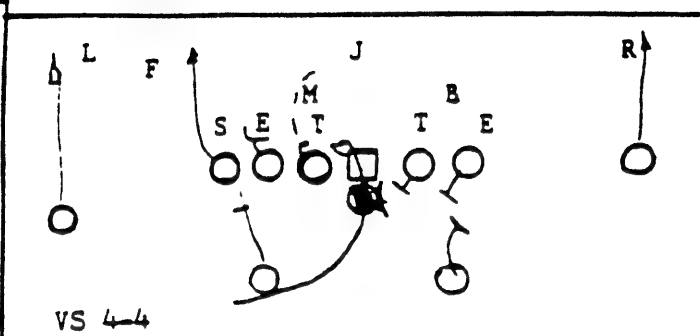
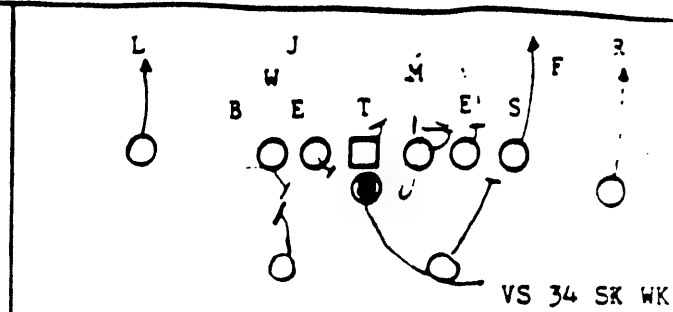
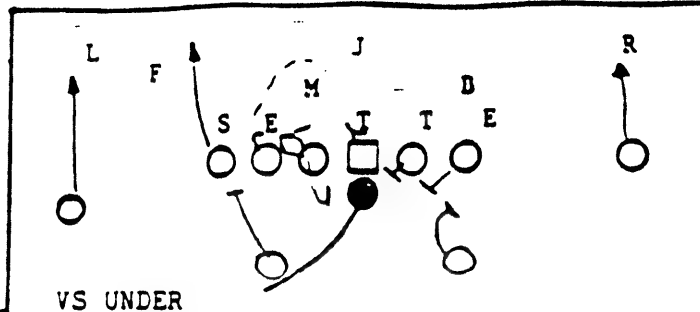
C
FRONTSIDE GAP, ON, PEEL
TO OFFSIDE

ROUTE - WILL BE BY GAME PLAN

OFG HINGE

OFT HINGE

BLOCKING VARIATIONS FAN CALL - USED
VS 4-3 OVER ON VERY DIFFICULT STUB LT

FAN
CALLFAN
CALL

SCREENS

FLARE SCREEN MECHANICS

READ SCREEN MECHANICS

FLARE SCREEN LT/RT TO H

FLARE SCREEN RT/LT TO F

LILLY/ROSE (TOWARD X)

ROSE/LILLY (TOWARD TE)

MIDDLE SCREEN

FAKE CTR 16/17 SCREEN TO F

FLARE SCREEN MECHANICS

I. QUARTERBACK

1. To call a screen, call first the pass Series that directly relates to the type of screen we want to run.
 - a. The series call will define all blocking assignments and direct the backs.
 - b. Example: Flare - Flood
2. Secondly, call the RB's position name.
(The receiver - FB or HB).
3. If a route is going to be used, it is called third.
- ~~4. Call Screen, alerting everyone to add screen assignments to the protection called.~~
 - a. Example: Flare - FB - Screen
5. The final call is the direction of the screen.
 - a. Example: Flare - FB - Screen - Right

II. PROTECTION AND BLOCKING FOR SCREEN

1. The Series call directs all assignments. They do not change when moved into the screen game.
2. If the series dictates an S.P.U. assignment on a LB'er, carry out that assignment before running the screen.
3. If a LB'er dogs and you have S.P.U. assignment on him, ~~take him on - then release into the screen~~. Don't carry out your screen course as far now.
4. If you go to release and can't get out, check down.
5. If you are the back being screened, set up inside and read the P.G. He's going on 7 count. Release attempting to stay just behind him as he is going to block force. Try to release under the P.T.
6. If onside in a screen, but not being screened to, run an INSIDE flare and keep going.
Example: Flood - FB Screen.

7. If we don't want the RB to sit inside and read the guard, the QB will call a specific flare route. Run the flare as you would in the regular passing game, turning the flare into a screen technique.
 - a. When backside of a flare series screen, run a fast base flare and be alert for a lay off.
8. Make a Go Call as soon as the QB releases the pass and work back away from L.O.S. to make catch.

III. RECEIVERS

1. Onside Wide Receiver, release and push the corner deep. Come under control and block corner when he settles.
~~VS Cleo outside release to widen corner and then work back inside to block safety.~~
2. Offside Wide Receiver, release inside and push the corner deep with inside leverage, come under control and block corner when he settles.
 VS Cleo inside release and work for position to block safety.
3. Tight End When Onside, release inside push up field and wall off Mac vs Cover 2. Adjust to Jill vs middle safety or if unable to wall off Mac. If you read man to man pass defense run an 8-10 yard 3 route.
4. Tight End When Offside, release inside push up field and look outside for Frank vs Cover 4 and Stub vs Cover 2. Block defensive man in backside cutback lane.
 VS man to man, run an 8-10 yard 3 route.

IV. PROTECTION AND BLOCKING FOR SCREEN

- Playside Tackle - Set to invite defensive end inside. Set deep enough to allow screening linemen to clear along L.O.S. Cut defensive end if he clears outside.
- Playside Guard - Flare protect for 7 counts. Release and arc block 1st defender to force from outside.
- Center - Flare protect for 7 counts (favor an orange or yellow call opposite the playside vs. a 30 defense). Release and block 1st defender to force from inside.
- Off Guard - Flare protect for 7 counts. Release and check your own backfield for pursuit by the playside defensive end. Turn up-field as personal escort to receiver.
- Off Tackle - Flare protect.

READ SCREENS

All basic Screens will be thrown with a 2.4 second regular pass protection, before the Screen men release. This protection is vital because the QB is working downfield before he elects to Screen.

QB:

Drop Back Action. Set quickly at 5 steps. Read defensive man who can stop pattern called. Upon his reaction, either go to pattern or screen.

1. If he drops to cover pattern, go to screen back.
2. If he stays flat to cover screen, go to pattern.
3. If he dogs, go to screen back immediately.
4. Read pattern to its completion.

Screening Back. N.S.P.U. You are hot. Take 6 to 7 quick steps to side of screen. VS 34 Def. both backers come to side of screen yell Hot. Be alert for pass. VS 40 Front Hot on O.L.B., turn and face QB as best as possible.

Remaining Back. 1. S.P.U. Base

Receivers. 1. Run pattern called.

P.S. Tackle 1. Scot or Scat Pass Pro, working defensive man to inside. C.P. - incorporate a delayed cut block.

Offside Tackle 1. Scot or Scat protection

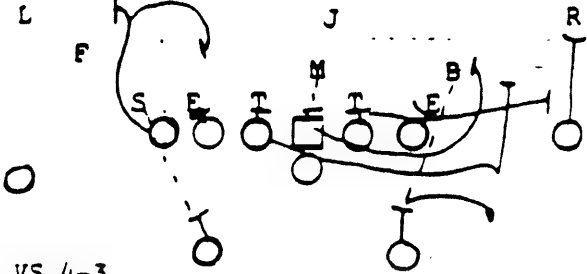
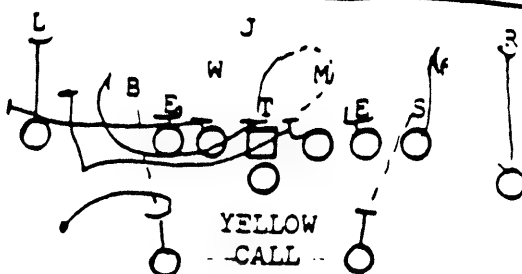
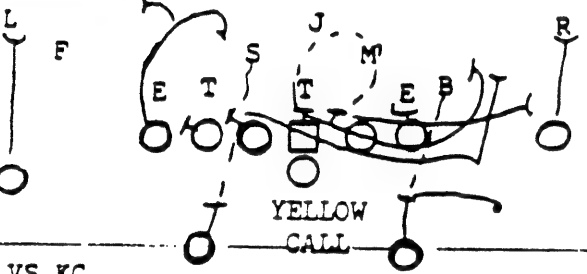
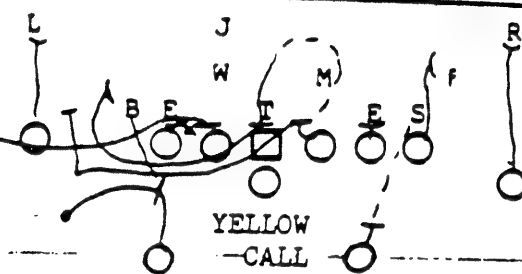
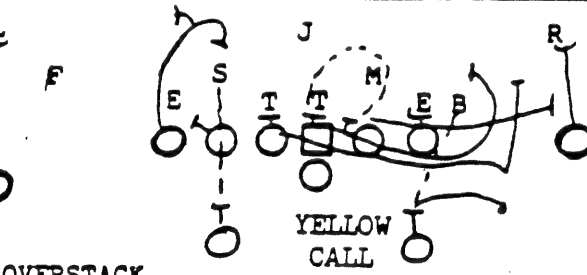
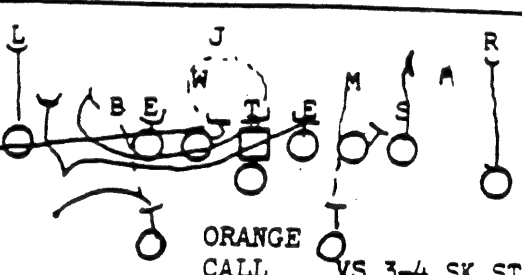
Center, P.S. Guard

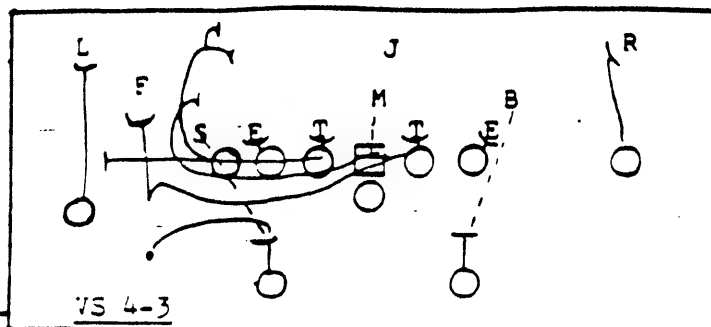
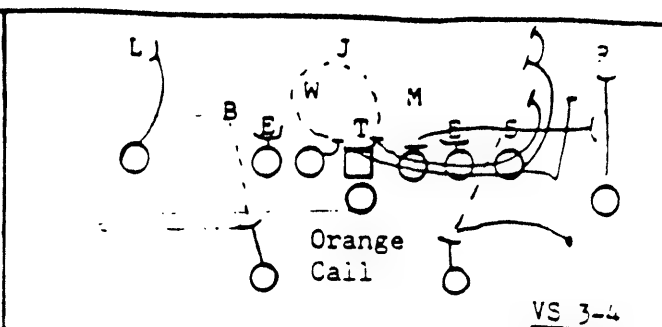
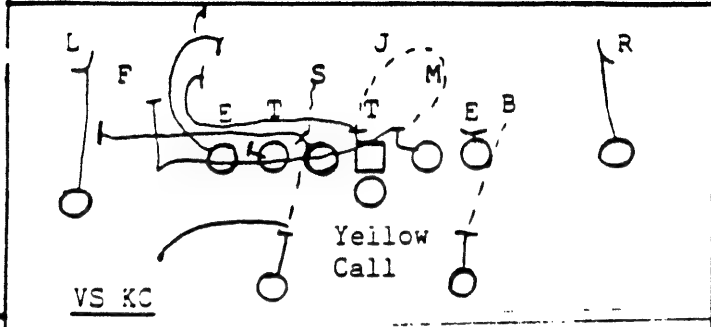
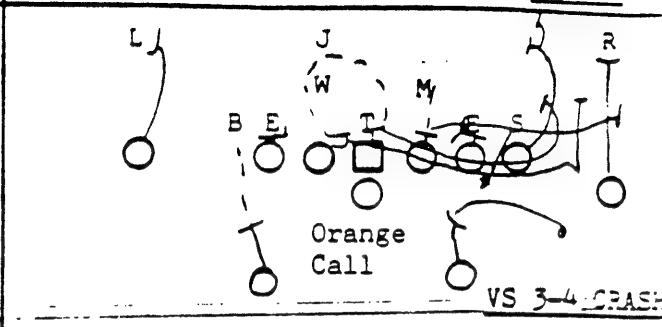
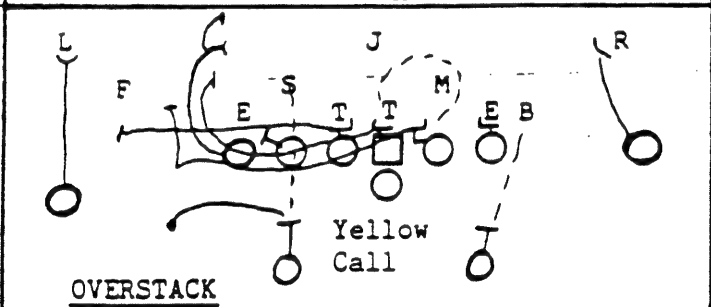
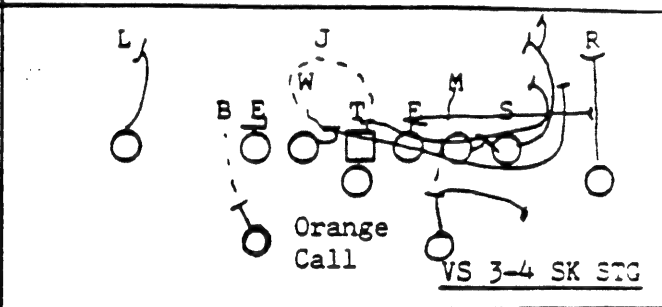
Offside Guard 1. Scot or Scat protection for 3 or 5 counts Two free blockers release and block in front of play. First man released, block force on a 3 count. Second man releasing block fill on a 5 count.

2. VS 30 - one of the guards stays with nose. Center and other guard release.
3. VS 40 - center release first on 3 counts Playside guard release late, 5 counts.

PLAY FLARE SCREEN RT TO H

PLAY FLARE SCREEN LEFT TO H

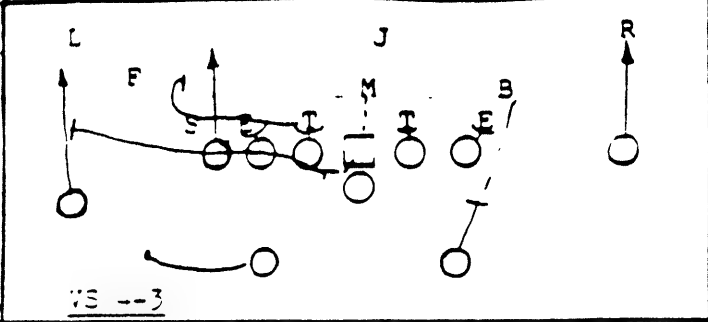
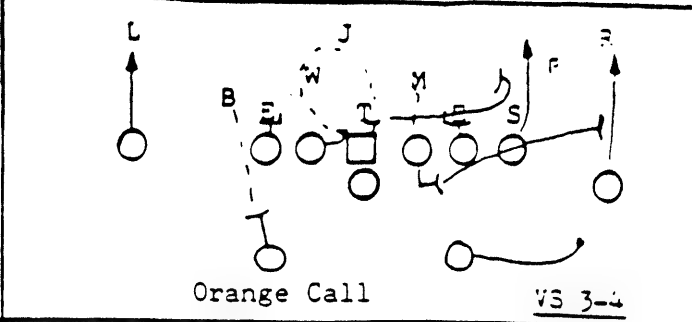
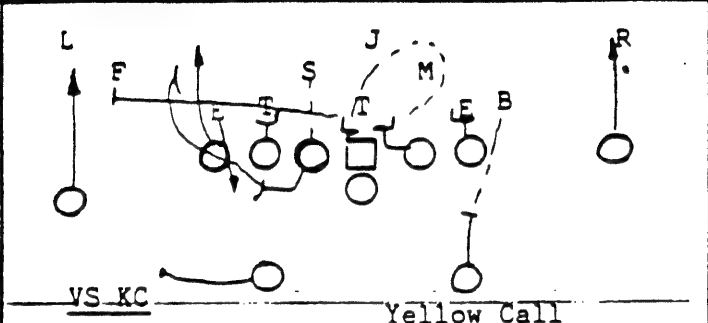
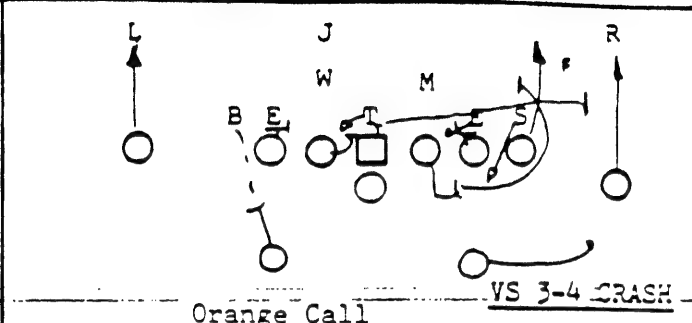
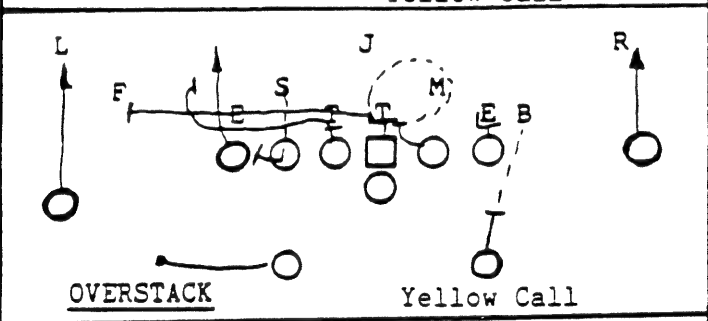
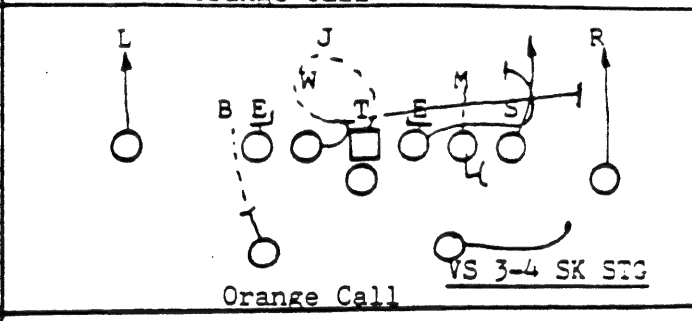
 <p>VS 4-3</p>	 <p>VS 3-4</p>
 <p>VS KC</p>	 <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p>	 <p>VS 3-4 SK STG</p>
<p>PWR RELEASE AND PUSH CORNER DEEP. BLOCK</p>	<p>QB</p> <ol style="list-style-type: none"> 1. TAKE 7 STEP DROP, PAUSE, CONTINUE DROP TO THROW. 2. IF DEFENDER IN WAY, MOVE TO SIDE OF SCREEN. 3. ALERT Y IF MAN COVERAGE.
<p>OWR RELEASE AND PUSH CORNER DEEP. BLOCK</p>	<p>BC</p>
<p>Y RELEASE OUTSIDE. VS ZONE BLOCK STUB OR FRANK. VS MAN RUN 8-10 YD 3 ROUTE</p>	<p>HB=SET UP INSIDE OT'S BLOCK S.P.U. YOUR FLARE ASSIGNMENT, IF HE DOGS, STOP HIS CHARGE, THEN SLIP INTO SCREEN.</p>
<p>PT SET ACCORDING TO POSITION OF DE. AT DEPTH OF 5-6 YDS CREATE A LANE FOR RELEASING BACK-CUT IF POSSIBLE.</p>	<p>ALLOW A LINEMAN TO RELEASE BEFORE YOU GO. THIS IS A 3 COUNT SCREEN. ALERT POSSIBLE CK DOWN.</p>
<p>PG FLARE PROTECTION. (ORANGE OR YELLOW CALL) FOR 7 CTS. YOU ARE THE #1 MAN IN SCREEN. BLOCK FORCE.</p>	<p>RB</p>
<p>C FLARE PROTECTION (ORANGE OR YELLOW CALL) FOR 7 COUNTS. YOU ARE THE #2 MAN IN SCREEN. BLOCK OUTSIDE-IN.</p>	<p>S.P.U. YOUR FLARE ASSIGNMENT. NO DOG CK BASE.</p>
<p>OFG FLARE PROTECTION (ORANGE OR YELLOW CALLS) FOR 7 COUNTS. YOU ARE THE #3 MAN IN SCREEN. PERSONAL PROTECTOR.</p>	
<p>OFT FLARE PROTECTION.</p>	<p>BLOCKING VARIATIONS</p>

 <p>VS 4-3</p>	 <p>VS 3-4</p>
 <p>VS KC</p>	 <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p>	 <p>VS 3-4 SK STG</p>
<p>PWR RELEASE AND PUSH CORNER DEEP. BLOCK</p>	<p>QB 1. TAKE 7 STEP DROP. PAUSE, CONTINUE DROP TO THROW. 2. IF DEFENDER IN WAY, MOVE TO SIDE OF SCREEN. 3. ALERT FOR Y IF MAN.</p>
<p>OWR RELEASE AND PUSH CORNER DEEP. BLOCK.</p>	<p>BC FB=SET UP INSIDE OT'S BLOCK. S.P.U. YOUR ASSIGNMENT IF HE DOES STOP HIS CHARGE THEN SLIP INTO SCREEN. ALLOW A LINEMAN TO RELEASE BEFORE YOU GO. THIS IS A 3 COUNT SCREEN.</p>
<p>Y RELEASE OUTSIDE. VS ZONE-BLOCK MAC OR JILL. VS MAN-RUN 8-10 YD 3 ROUTE.</p>	<p>ALERT FOR POSSIBLE CK DOWN.</p>
<p>PT SET ACCORDING TO POSITION OF DE AT DEPTH OF 5-6 YDS. CREATE A LANE FOR RELEASING BACK. CUT IF POSSIBLE.</p>	<p>RB S.P.U. YOUR FLARE ASSIGNMENT. NO DOG. CK BASE.</p>
<p>PG FLARE PROTECTION. (ORANGE OR YELLOW CALLS) FOR 7 COUNTS. YOU ARE THE #1 MAN IN SCREEN. BLOCK FORCE.</p>	<p>BLOCKING VARIATIONS</p>
<p>C FLARE PROTECTION (ORANGE OR YELLOW CALLS-TO HELP SCREEN WHEN POSSIBLE) FOR 7 COUNTS. YOU ARE THE #2 MAN IN SCREEN. BLOCK OUTSIDE IN.</p>	
<p>OFG FLARE PROTECTION (ORANGE OR YELLOW CALLS) FOR 7 COUNTS. YOU ARE THE #3 MAN IN SCREEN. PERSONAL PROTECTOR</p>	
<p>OFT FLARE PROTECTION</p>	

PLAY ROSE PROTECTION (TO X)

PLAY LILLY PROTECTION (TO X)

<p>VS 4-3</p>	<p>Yellow Call VS 3-4</p>
<p>VS KC Frisco Call</p>	<p>Yellow Call VS 3-4 CRASH</p>
<p>OVERSTACK Frisco Call</p>	<p>Frisco Call VS 3-4 SK STG</p>
PWR PATTERN	QB <ol style="list-style-type: none"> 1. TAKE 5 STEP DROP. 2. READ PATTERN TO ITS COMPLETION. 3. THROW DOWNFIELD IF POSSIBLE. 4. ALERT SCREEN BACK IS HOT IF 2 BACKER BLITZ
OWR PATTERN	BC <p>SCREEN BACK=SPRINT TO SCREEN AREA=TURN TO FACE QB. GIVE HIM YOUR #. YOU SHOULD BE 5 YDS. DEEP, YOU HAVE FREE RELEASE N.S.P.U. VS. 34 DEF: BOTH BACKERS COME PLAY SIDE YELL HOT. VS 43 DEF: STUB COMES YELL HOT. (1) BALL ON NEAR HASH +2 (2) BALL IN MIDDLE: TOP OF # (3) BALL ON FAR HASH -2. ALERT=RETRACE VS TITE MAN COVERAGE.</p>
Y PATTERN	
PT BLOCK MAN ON-USE SCREEN TECHNIQUES UNCOVERED-DBL READ BLITZER TO OUTSIDE RUSHER.	
PG BLOCK MAN ON. RELEASE IN 4 COUNTS-SEAL. UNCOVERED-DBL READ BLITZER TO OUTSIDE RUSHER. RELEASE IN 3 COUNTS TO BLOCK CONTAIN.	RB <p>S.P.U. OUTSIDE BACKER, NO DOG RUN BASE.</p>
C BLOCK MAN ON. RELEASE IN 4 COUNTS SEAL. UNCOVERED-DBL READ BLITZER TO OUTSIDE RUSHER. RELEASE IN 3 COUNTS TO BLOCK CONTAIN	
OFG BLOCK DEF TACKLE. VS 3-4 ORANGE OR YELLOW CALL	
OFT BLOCK DEF END. VS 3-4 ORANGE OR YELLOW CALL	BLOCKING VARIATIONS

 <p>VS --3</p>	 <p>Orange Call VS 3-4</p>
 <p>VS KC Yellow Call</p>	 <p>Orange Call VS 3-4 CRASH</p>
 <p>OVERSTACK Yellow Call</p>	 <p>Orange Call VS 3-4 SK STG</p>
<p>PWR PATTERN</p>	<p>QB</p> <ol style="list-style-type: none"> 1. 5 STEP DROP. 2. READ PATTERN TO ITS COMPLETION. 3. THROW DOWNFIELD IF POSSIBLE. 4. SCREEN BACK IS HOT IF 2 BACKERS BLITZ.
<p>OWR PATTERN</p>	<p>BC</p> <p>SCREEN BACK=SPRINT TO SCREEN AREA=TURN TO FACE QB. GIVE HIM YOUR #. YOU SHOULD BE 5 YDS DEEP, YOU HAVE FREE RELEASE N.S.P.U. VS 34 DEF: BOTH BACKERS COME PLAY SIDE YELL HOT, VS 43 DEF: STUB COMES YELL HOT. (1) BALL ON NEAR HASH +2 (2) BALL IN MIDDLE: TOP OF # (3) BALL ON FAR HASH -2. ALERT=RETRACE VS TITE MAN COVERAGE.</p>
<p>Y PATTERN</p>	
<p>PT</p> <p>BLOCK MAN ON-USE SCREEN TECHNIQUES. UNCOVERED-DBL READ BLITZER TO OUTSIDE RUSHER.</p>	
<p>PG</p> <p>BLOCK MAN ON. RELEASE IN 4 COUNTS-SEAL. UNCOVERED-DBL READ BLITZER TO OUTSIDE RUSHER. RELEASE IN 3 COUNTS TO BLOCK CONTAIN.</p>	<p>RB</p> <p>S.P.U. OUTSIDE BACKER, NO DOG RUN BASE.</p>
<p>C</p> <p>BLOCK MAN ON. RELEASE IN 4 COUNTS SEAL. UNCOVERED-DBL READ BLITZER TO OUTSIDE RUSHER. RELEASE IN 3 COUNTS TO BLOCK CONTAIN.</p>	
<p>OFG</p> <p>BLOCK DEF TACKLE. VS. 3-4 ORANGE OR YELLOW CALL.</p>	
<p>OFT</p> <p>BLOCK DEF END. C.P. ORANGE OR YELLOW CALL.</p>	<p>BLOCKING VARIATIONS</p>

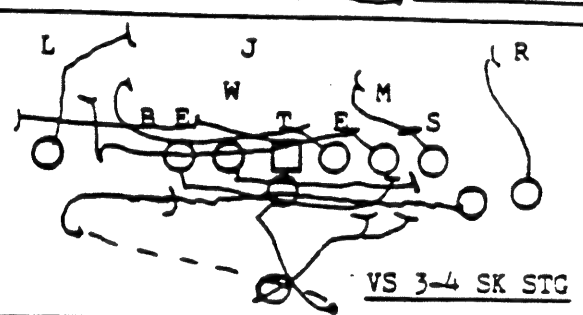
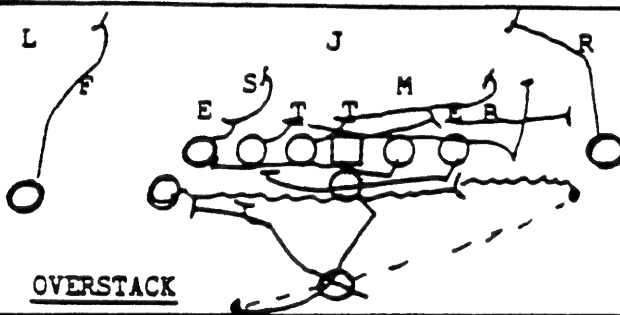
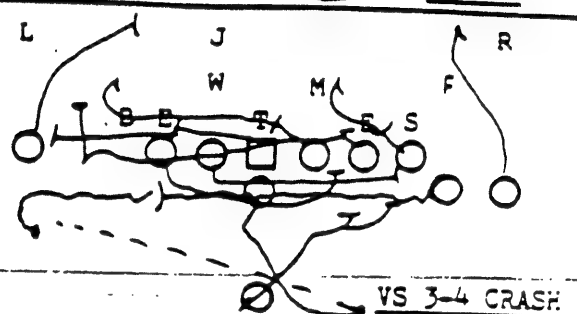
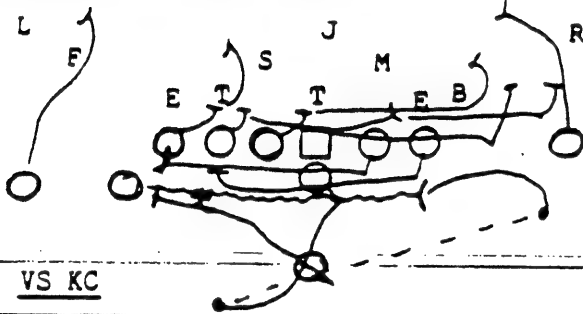
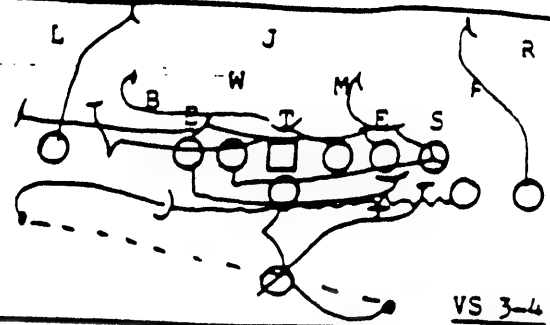
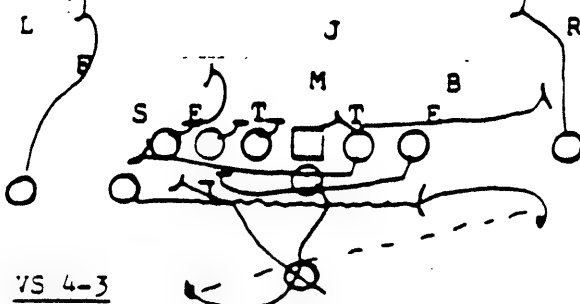
COACHING POINTS

INFORMATION:	SPLIT/FAR/4 WR's	SPLITS:
TIGHT END	REGULAR - SCREEN TO CALL. OUTSIDE RELEASE. ZONE/CLEAR; MAN/10 YD SIDELINE; BLITZ/5 YD OUT; REGULAR - SCREEN AWAY FROM Y CHECK MAN OVER (AREA) TO OUTSIDE RELEASE - CLEAR	
PLAYSIDE TACKLE	3-4 FAN TO STUB / NT STAY WITH DE UPFIELD 4-3 STAY WITH DE UPFIELD REDUCE - STAY WITH OUTSIDE MAN UPFIELD	
PLAYSIDE GUARD	3-4 FAN TO DE/NT AREA STUB STUNT/NT LEAD ON MIKE ON "GO" CALL 4-3 SET DT OUTSIDE STAY TO "GO" CALL - LEAD UPFIELD REDUCE - SAME AS 4-3	
CENTER	COVERED BRING UPFIELD AND TRY TO LOSE OPPOSITE SCREEN/LEAD UPFIELD ON "GO" CALL UNCOVER SET TO BLOCK LB OVER NT - HELP TO CALL SIDE/LEAD UPFIELD ON "GO" CALL	
OFFSIDE GUARD	ALL DEFENSES BLOCK FLARE/NT LEAD UPFIELD ON "GO" CALL	
OFFSIDE TACKLE	ALL DEFENSES BLOCK FLARE/NT LEAD UPFIELD ON "GO" CALL	
QUARTER BACK	BLITZ - HIT SIGHT ADJUST MAN - HIT COVERAGE CONTROL MAN ON 10 YARD OUT ZONE - AFTER FLARE SET/DRIFT - HIT SCREEN MAN	
BALL CARRIER	4-3 BLOCK STUB - NT - HELP BLOCK ON ANY LEAK - SET SCREEN AT 3/3½ YARDS IN ALLEY/GIVE "GO" CALL ON RELEASE OF BALL 3-4 BLOCK MIKE - LOSE OUTSIDE (SCREEN "GO" CALL) REDUCE - BLOCK BUBBLE BACKER - LOSE OUTSIDE (SCREEN "GO" CALL)	
REMAINING BACK	BLOCK FLARE - RELEASE OUTSIDE TO CLEAR WHEN YOU ARE ALIGNED IN A WIDE POSITION, YOU TAKE ON PROPERTIES OF <u>X</u> OR OR <u>Z</u>	
SPLIT END X	RELEASE OUTSIDE TO CLEAR - INSIDE RECEIVER ON ANY 2 "WIDES" ONE SIDE. ZONE/CLEAR: MAN/10 YDS. SIDELINE; BLITZ/5 YARDS OUT	
FLANKER Z	SAME AS X	

PLAY FK CTR 17 SCREEN TO F

PLAY FK CTR 16 SCREEN TO F

1



PWR FAKE POST PATTERN
BLOCK JILL

QB 1. GOOD COUNTER FAKE TO BACK
2. DROP BACK & HIT SCREENING
BACK

OWR FAKE POST PATTERN
BLOCK CORNER

BC FAKING BACK=CTR STEP CREATE MESH
WITH QB, OVER THE TOP.
S.P.U. FRANK, N/T CHECK BASE

Y FIRST STEP OF CTR BLOCK SECURE
DE. RELEASE LATE TO WALL LB

PT BLOCK CTR 16/17 FOR 3 COUNTS
YOU ARE #3 IN SCREEN, PERSONAL
ESCORT

PG BLOCK CTR 16/17 FOR 3 COUNTS
YOU ARE #2 IN SCREEN, WALL
BLOCKER

C BLOCK CTR 16/17 FOR 3 COUNTS
BE SURE TO CONTROL END TO INSIDE
YOU ARE #1 IN SCREEN, KICKOUT
BLOCKER

OFG PULL AND LOG STUB. BE AGGRESSIVE

RB JET MOVEMENT=S.P.U. BUCK
SLIP OUT INTO SCREEN
THIS IS A 3 COUNT SCREEN.
ALL FLARE SCREEN TECHNIQUES
APPLY.

9FT PULL AND PROTECT QB'S
FRONT FROM PENETRATION.

BLOCKING VARIATIONS

SPECIAL SITUATION

MAX FIRM 787

CUBS 787 H READ

MAX FIRM 872

CUBS 872 H READ

FLARE ZZ6 Y CROSS

CUBS 726 H CROSS

CUBS 627 Y CROSS

QUICK 282 ARROW

MAX FIRM 989

SPRINT RIGHT Z75

SCOT Y GET OPEN

CUBS 322 H UP

SCOT 372 GO F SHOOT

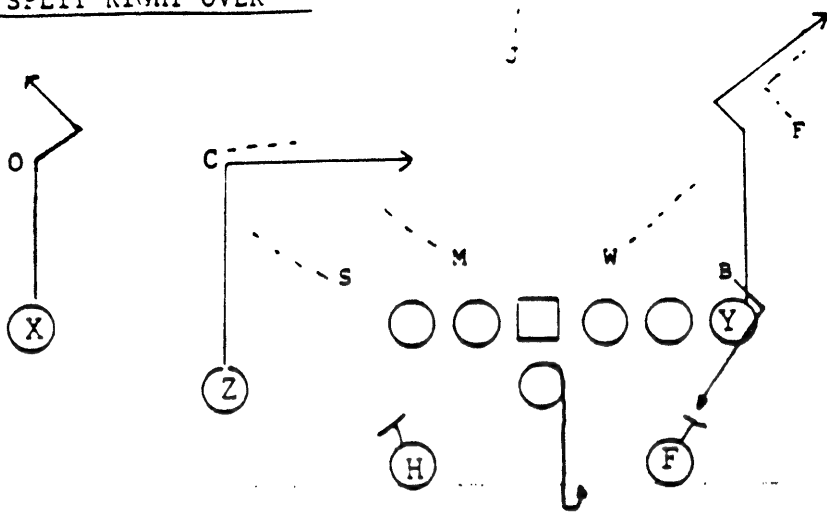
PASS CTR 16/17 NAKED LT/RT 926

AUDIBLE 92

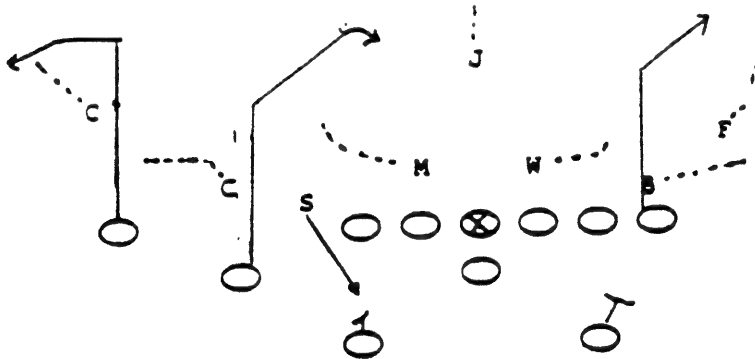
SERIES & PROTECTION MAX FIRM PATTERN 787 SWING CONTROL _____

AUDIBLE _____

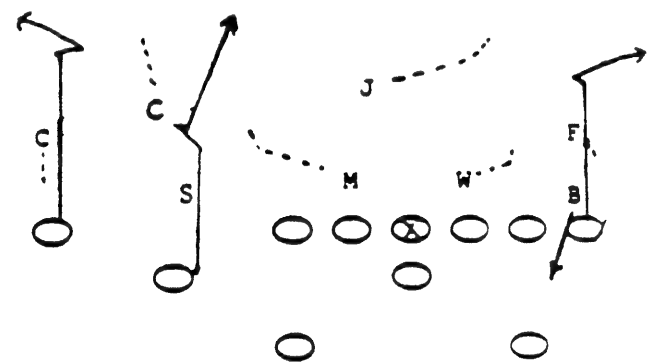
FORMATION SPLIT RIGHT OVER



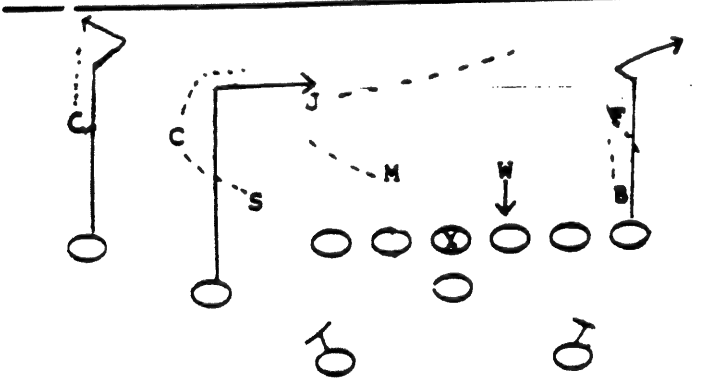
COVER 1 FREE



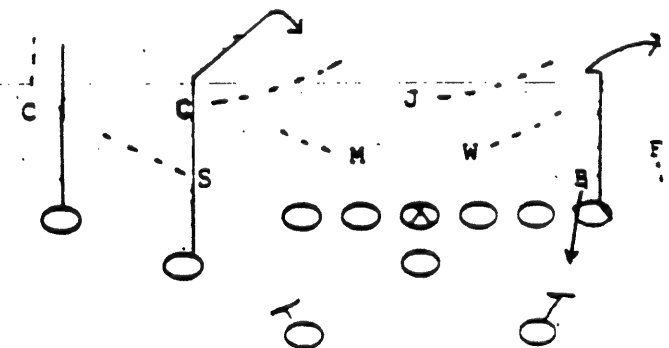
COVER 4



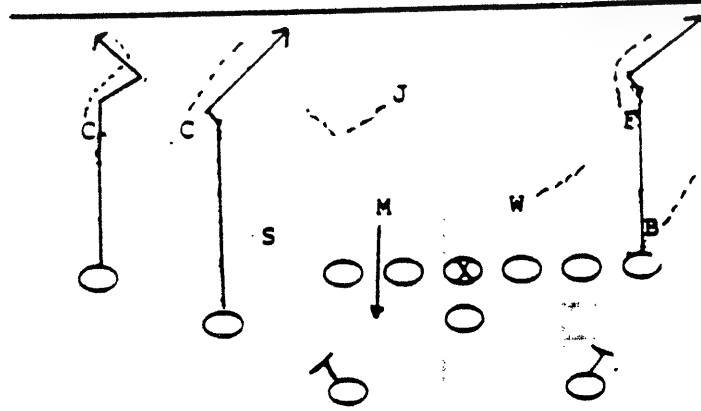
COVER 2 MINNESOTA



COVER 7

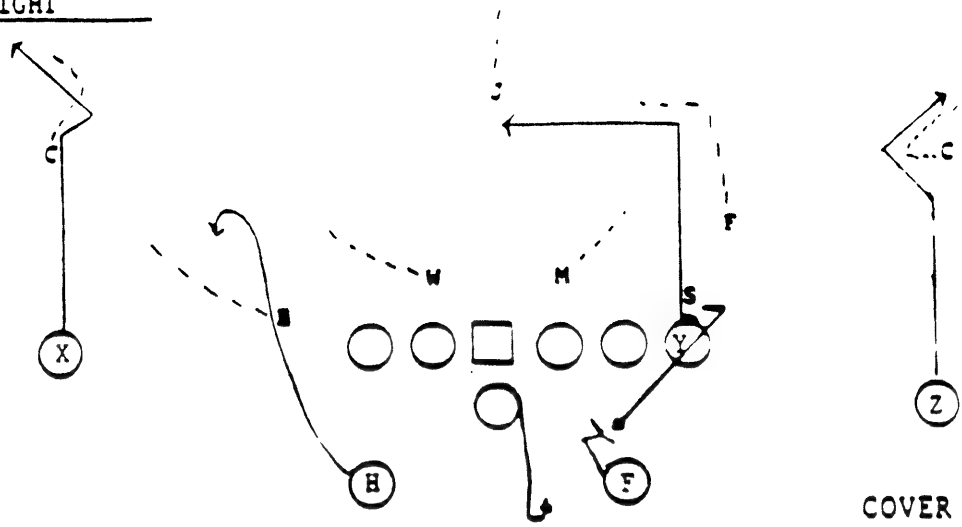


COVER 6 CLEO

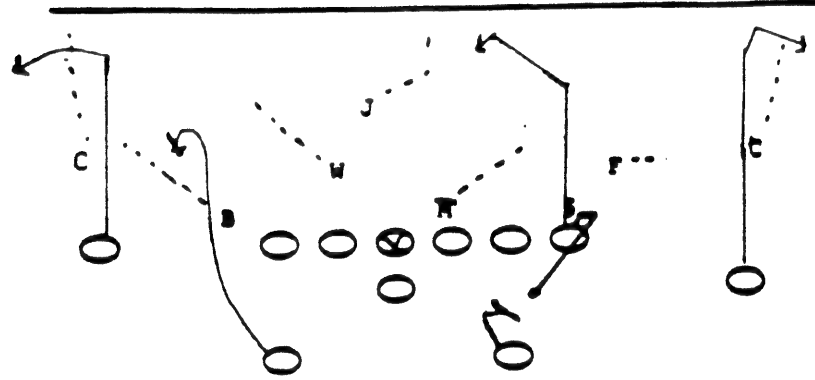


COVER 9 BLITZ

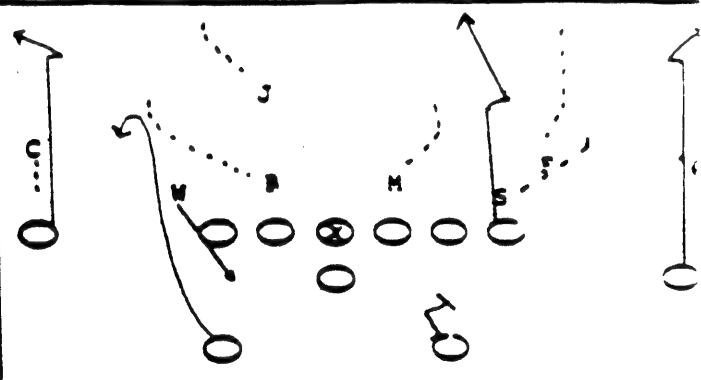
ACTION SPLIT RIGHT



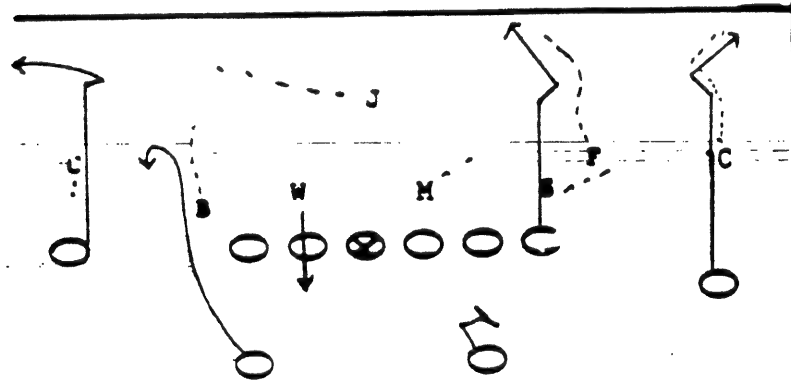
COVER 1 FREE



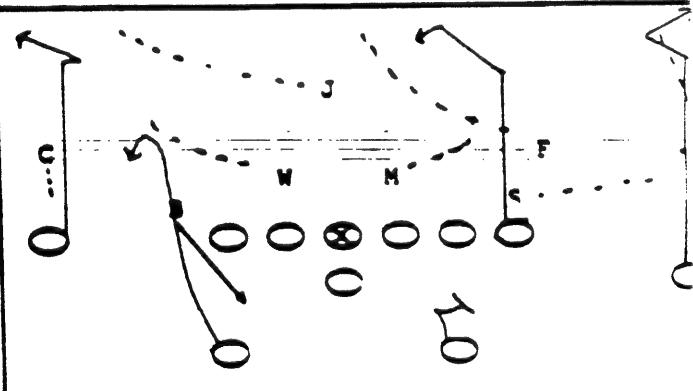
COVER 4



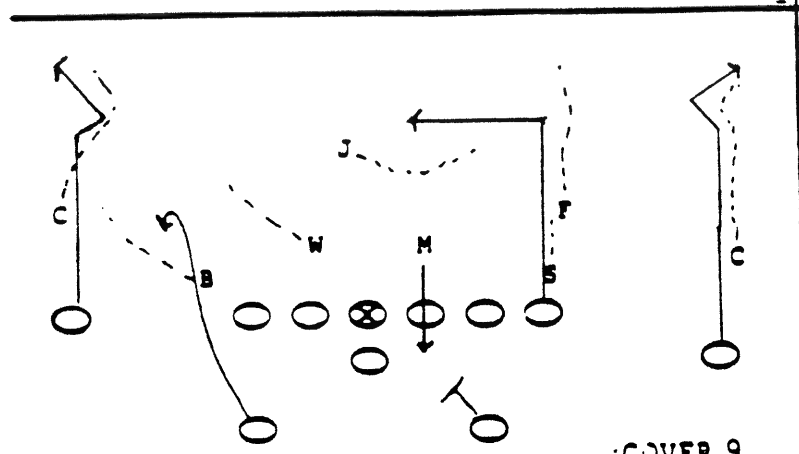
COVER 2



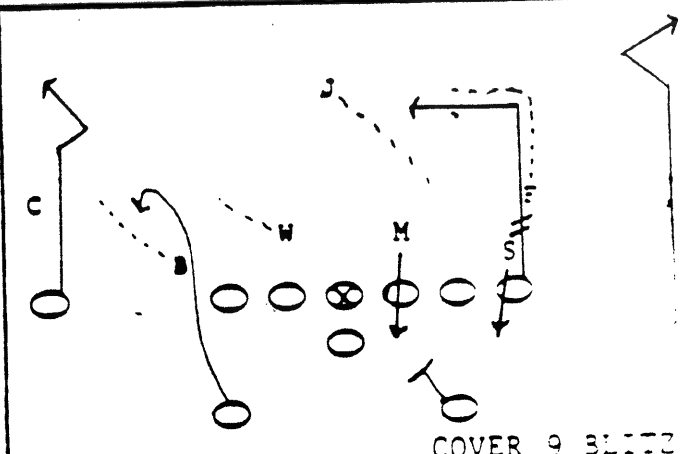
COVER 7



COVER 6 CLEO



COVER 9

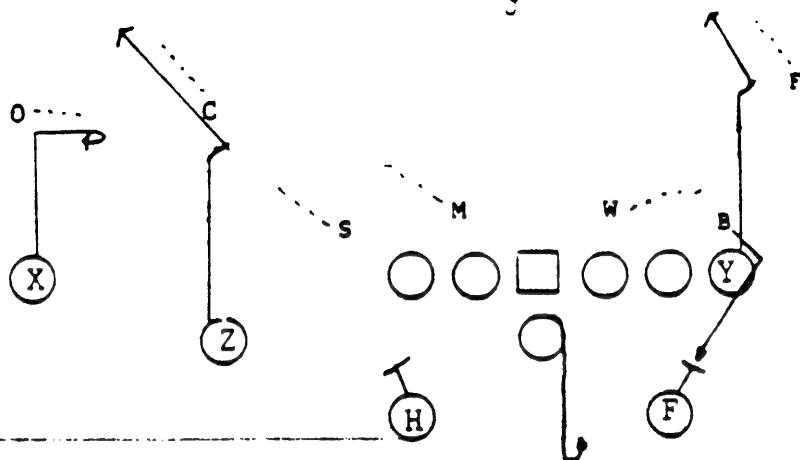


COVER 9 BLITZ

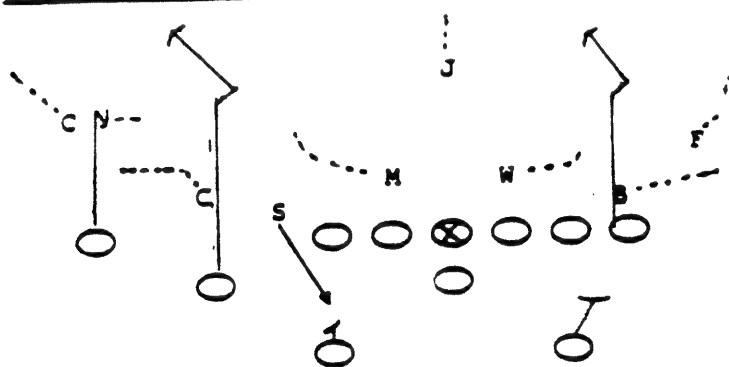
SERIES & PROTECTION MAX FIRM PATTERN 872 SWING CONTROL _____

AUDIBLE _____

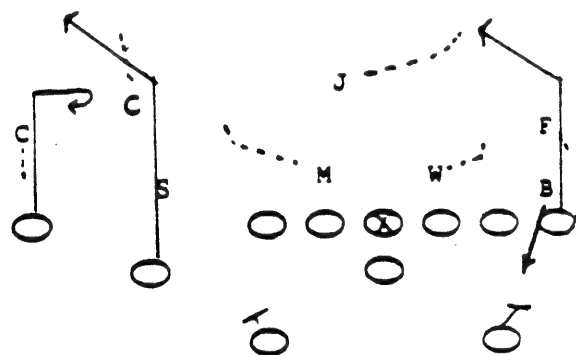
FORMATION SPLIT RIGHT OVER



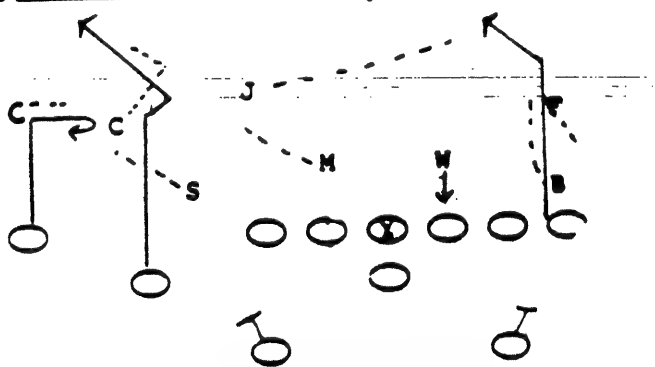
COVER 1 FREE



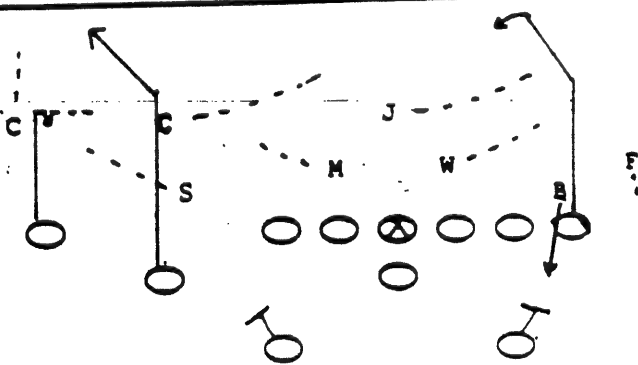
COVER 4



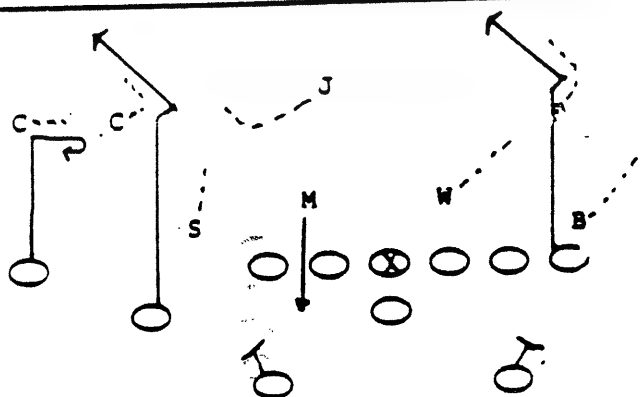
COVER 2 MINNESOTA



COVER 7



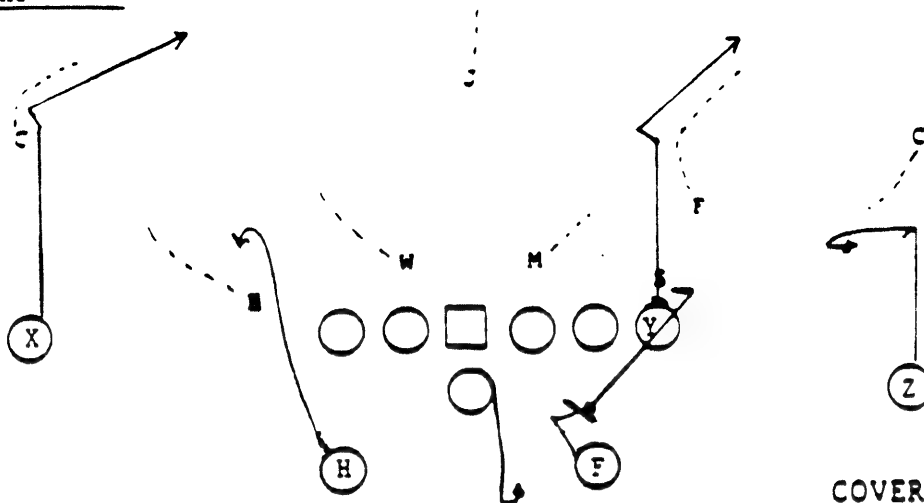
COVER 6 CLEO



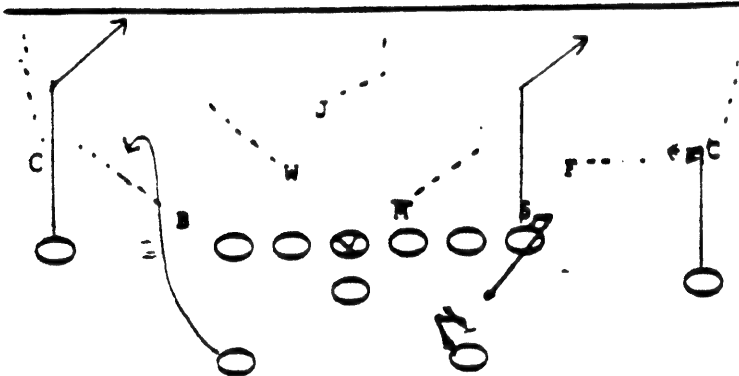
COVER 9 BLITZ

AUDIBLE _____

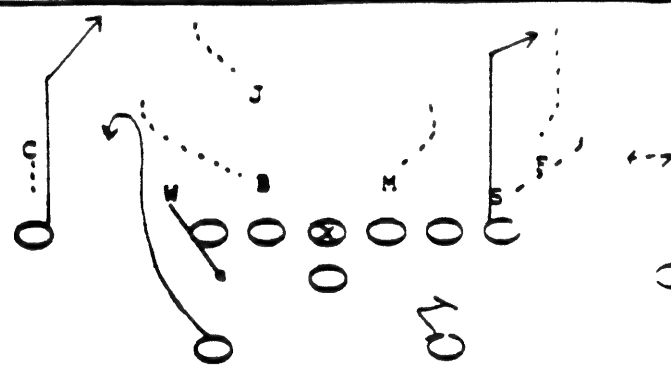
ACTION SPLIT RIGHT



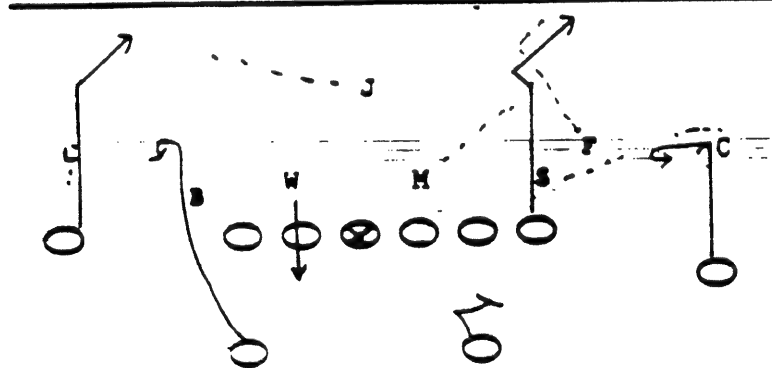
COVER 1 FREE



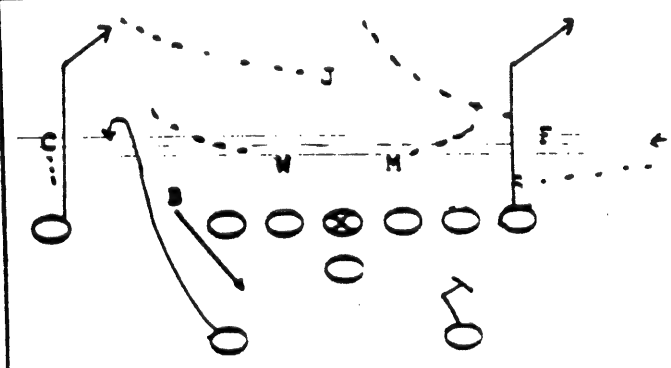
COVER 4



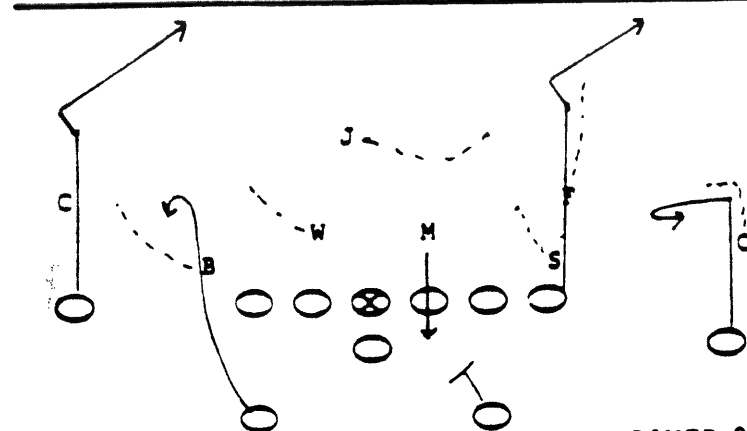
COVER 2



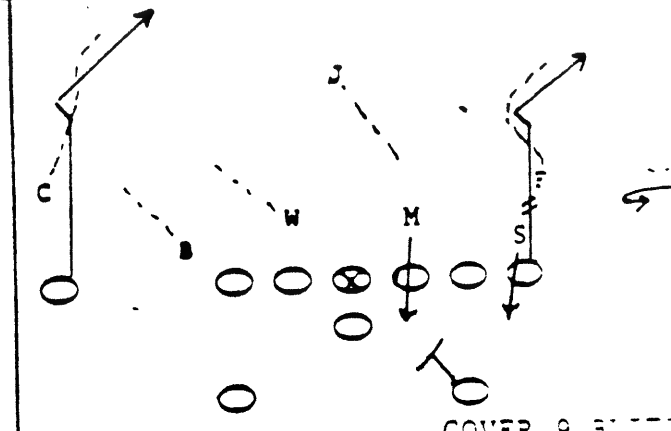
COVER 7



COVER 6 CLEC



COVER 9

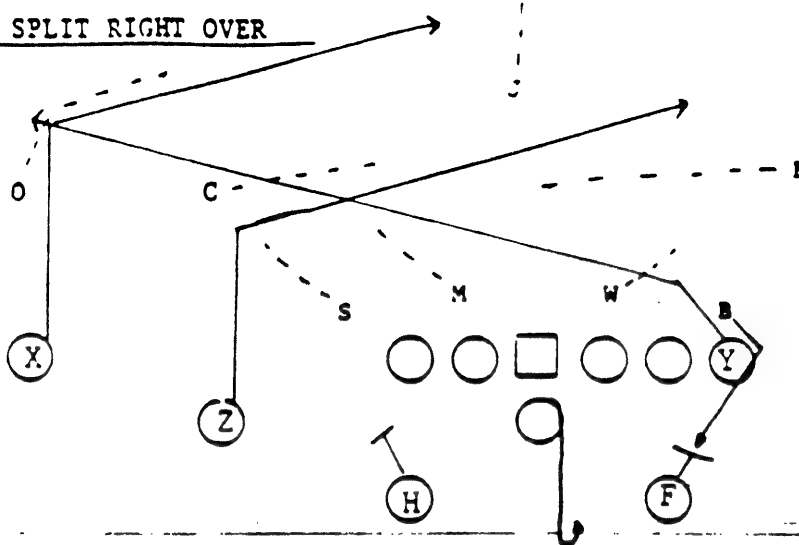


COVER 9 BLITE

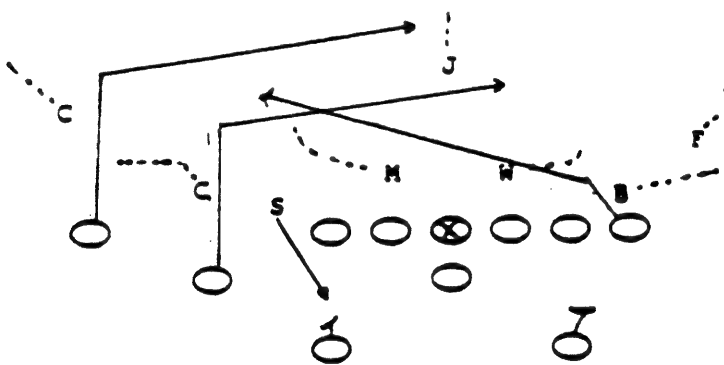
SERIES & PROTECTION FLARE PATTERN ZZ6 Y CROSS SWING CONTROL _____

AUDIBLE _____

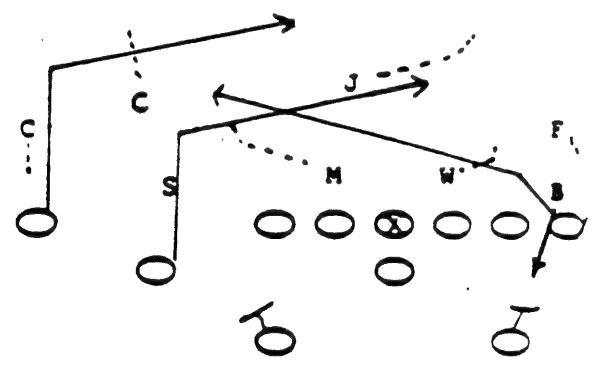
FORMATION SPLIT RIGHT OVER



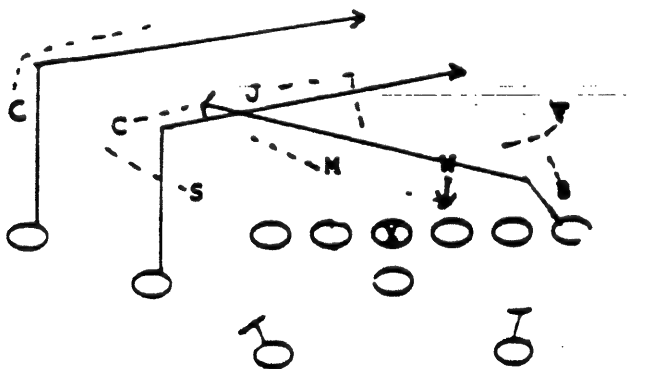
COVER 1 FREE



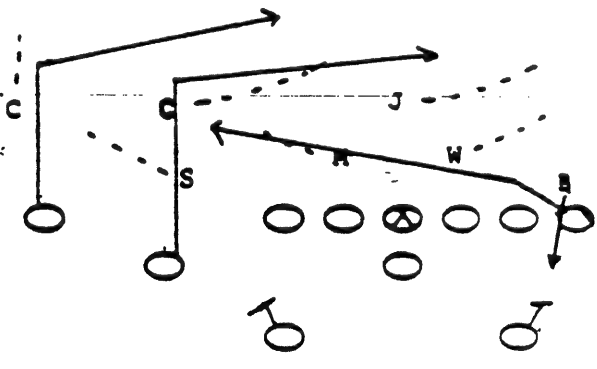
COVER 4



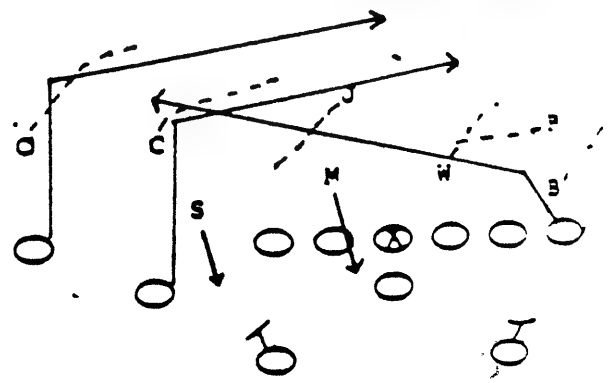
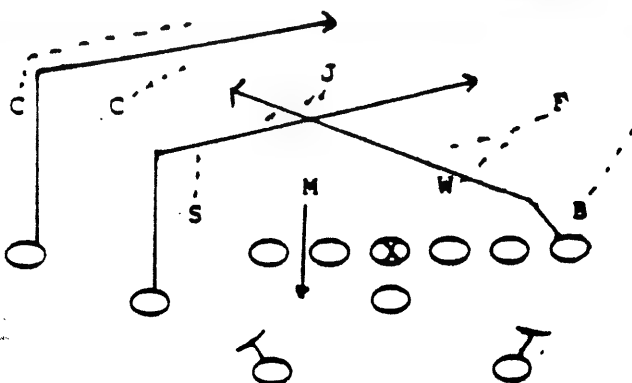
COVER 2 MINNESOTA



COVER 7



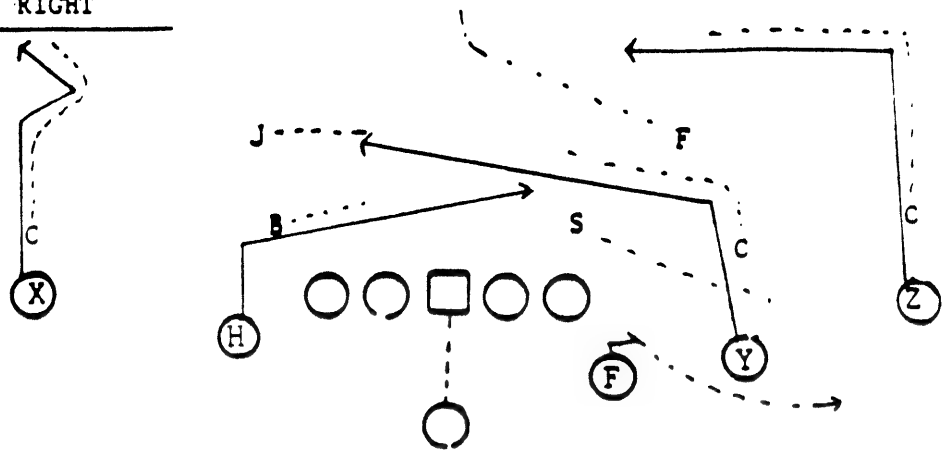
COVER 6 CLEO



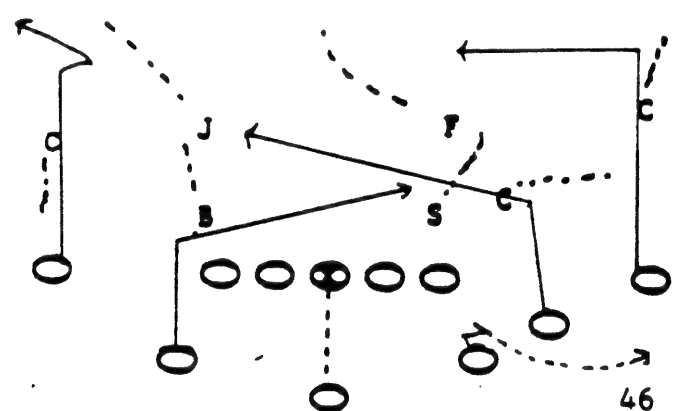
COVER 9

AUDIBLE _____

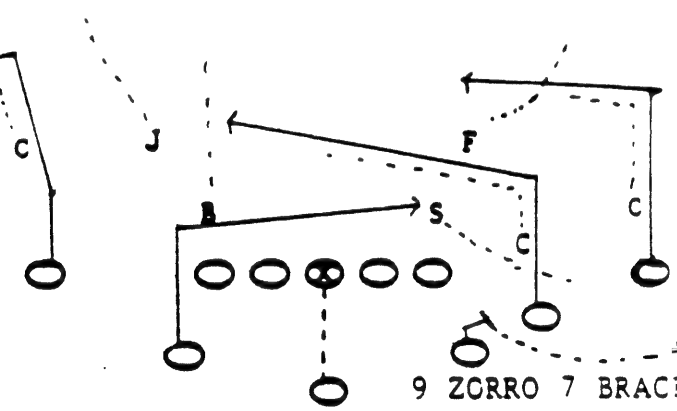
FORMATION GUN DUEL RIGHT



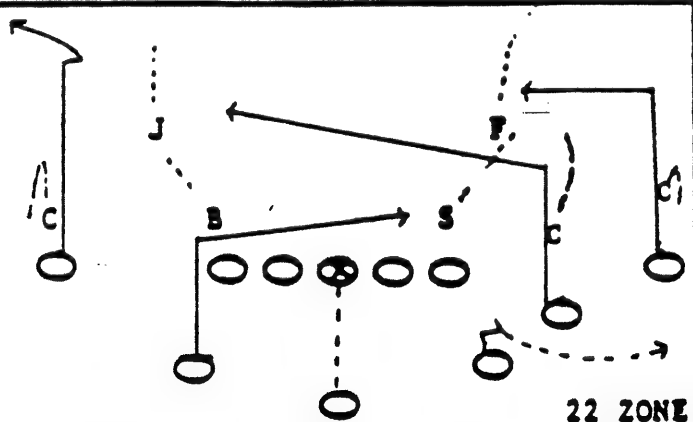
11 THIEF



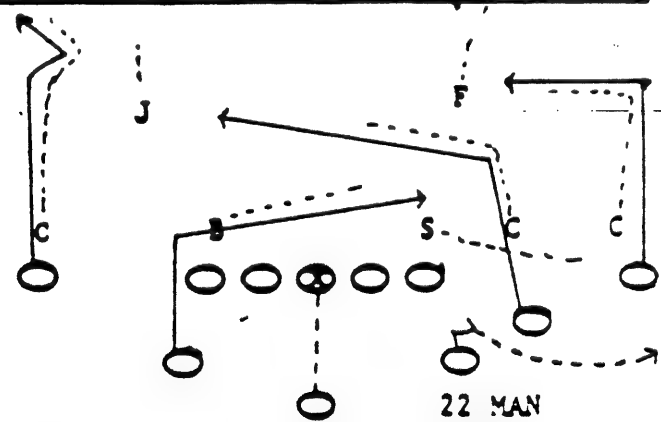
46



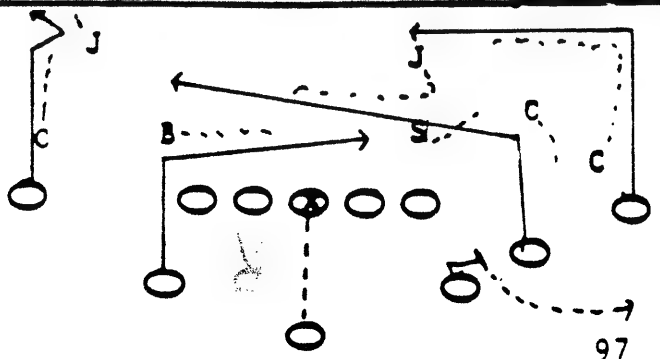
9 ZORRO 7 BRACK



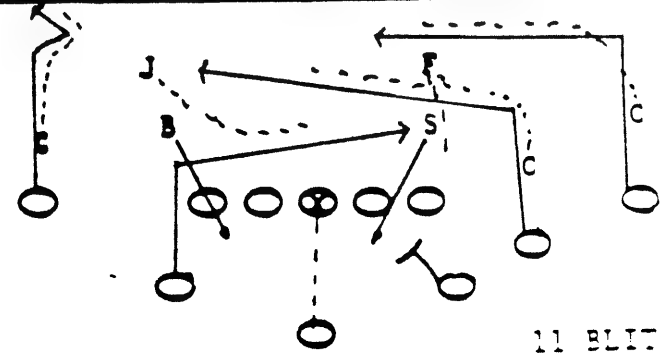
22 ZONE



22 MAN



97



11 BLITZ

SERIES & PROTECTION

CUBS

PATTERN

627

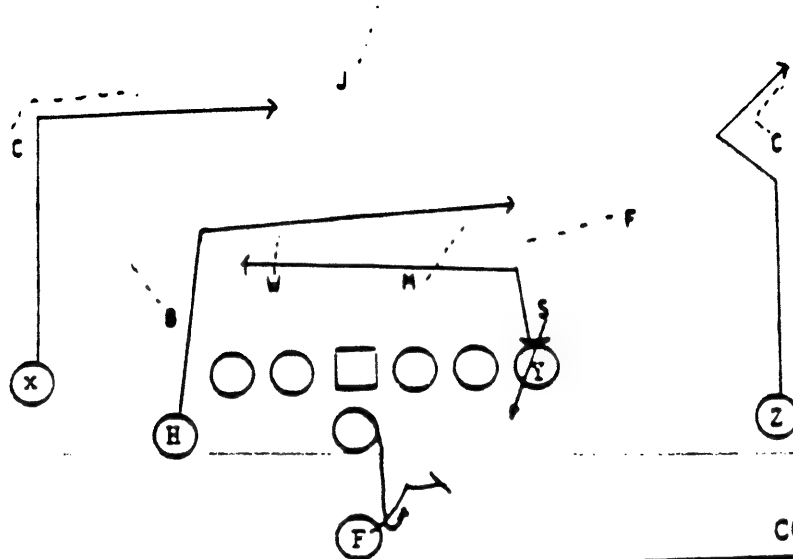
SWING CONTROL

Y CROSS

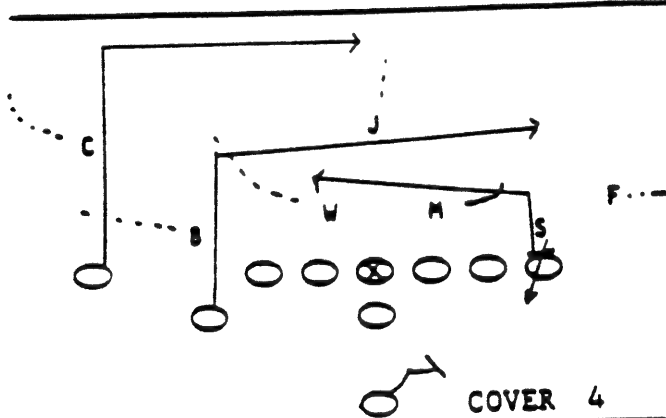
AUDIBLE

FORMATION

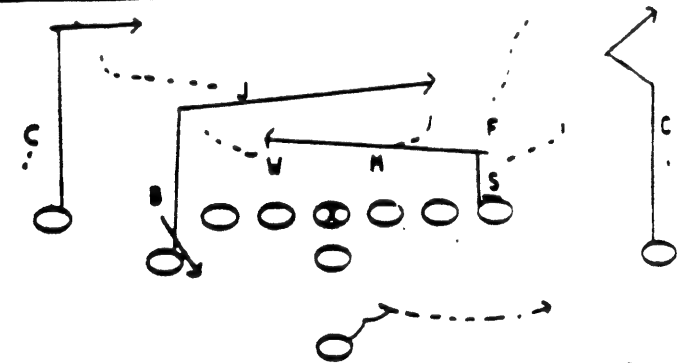
DOUBLE RIGHT



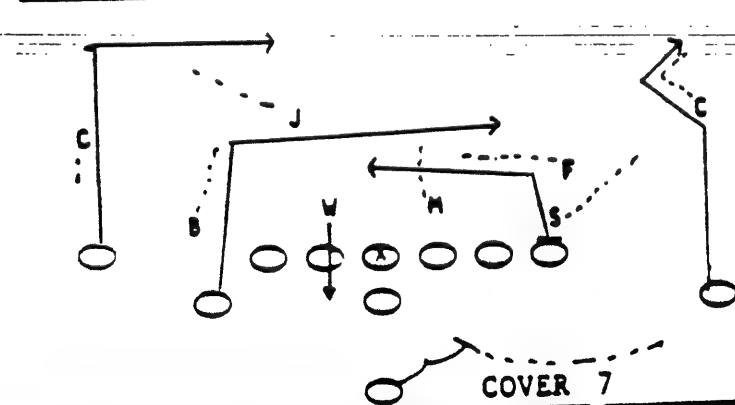
COVER 1 FREE



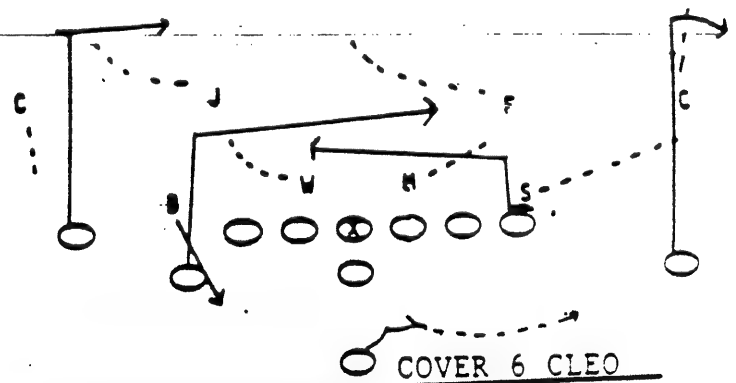
COVER 4



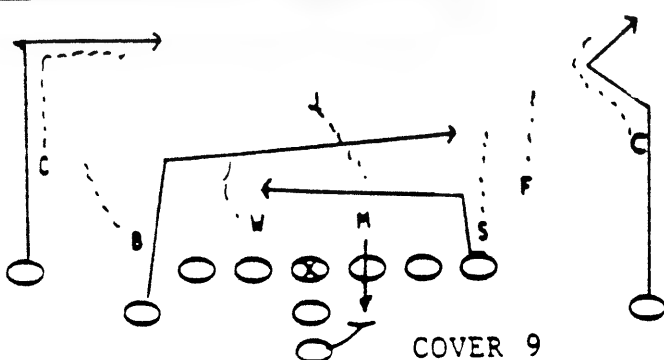
COVER 2



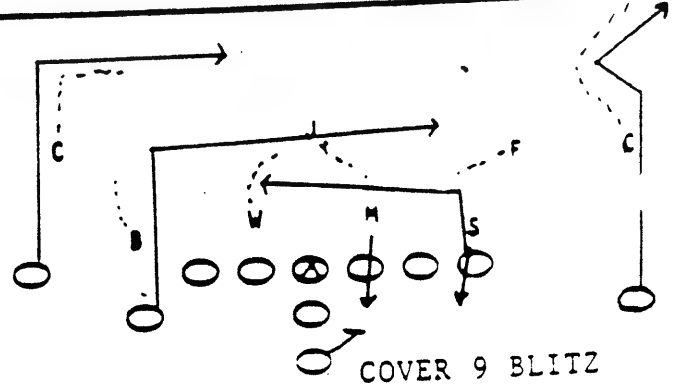
COVER 7



COVER 6 CLEO



COVER 9



COVER 9 BLITZ

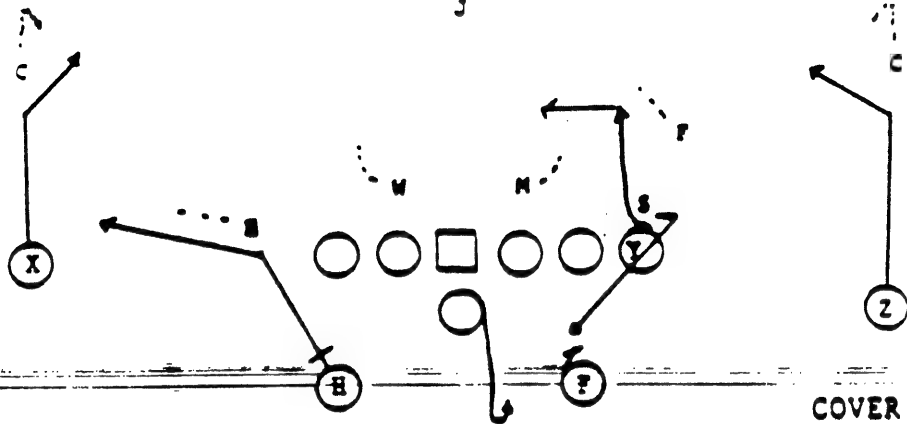
SERIES 3 PROTECTION QUICK

PATTERN 282

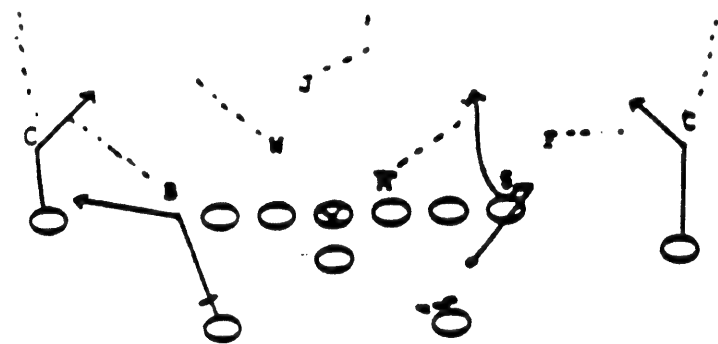
SWING CONTROL ARROW

UDIBLE 82

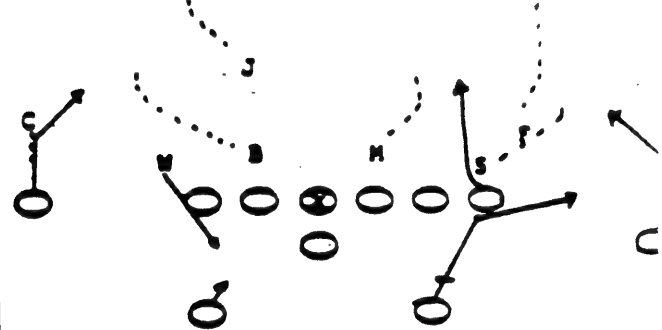
FORMATION SPLIT RIGHT



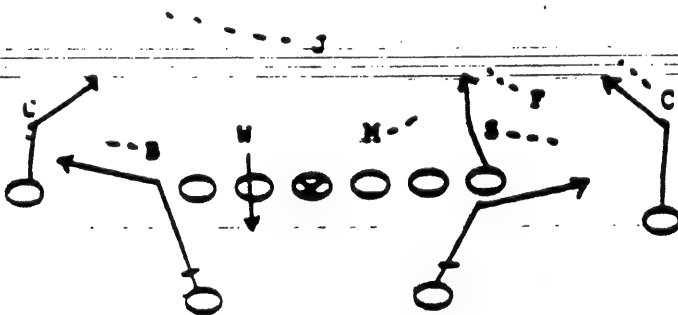
COVER 1 FREE



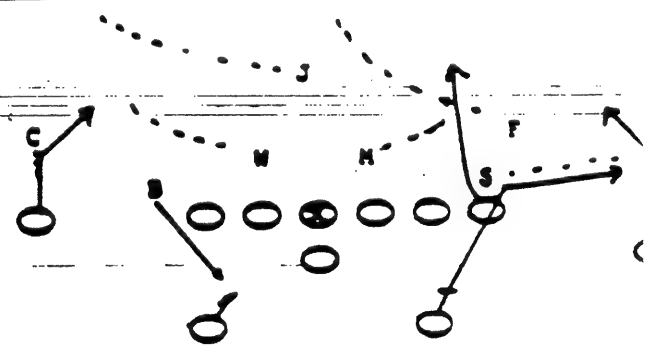
COVER 4



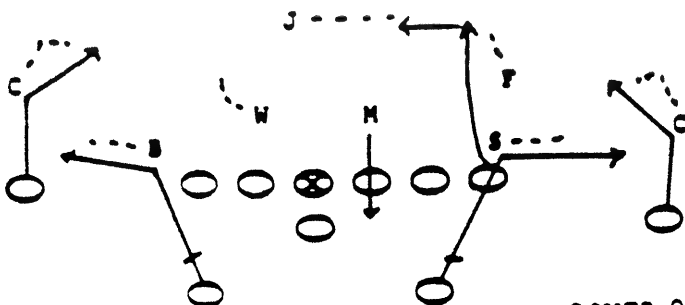
COVER 2



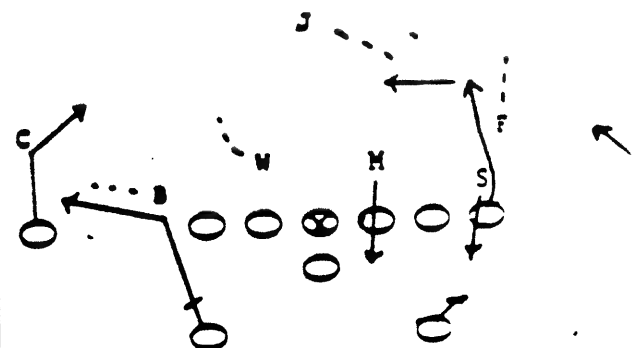
COVER 7



COVER 6 CLEO



COVER 9



COVER 9 BLITE

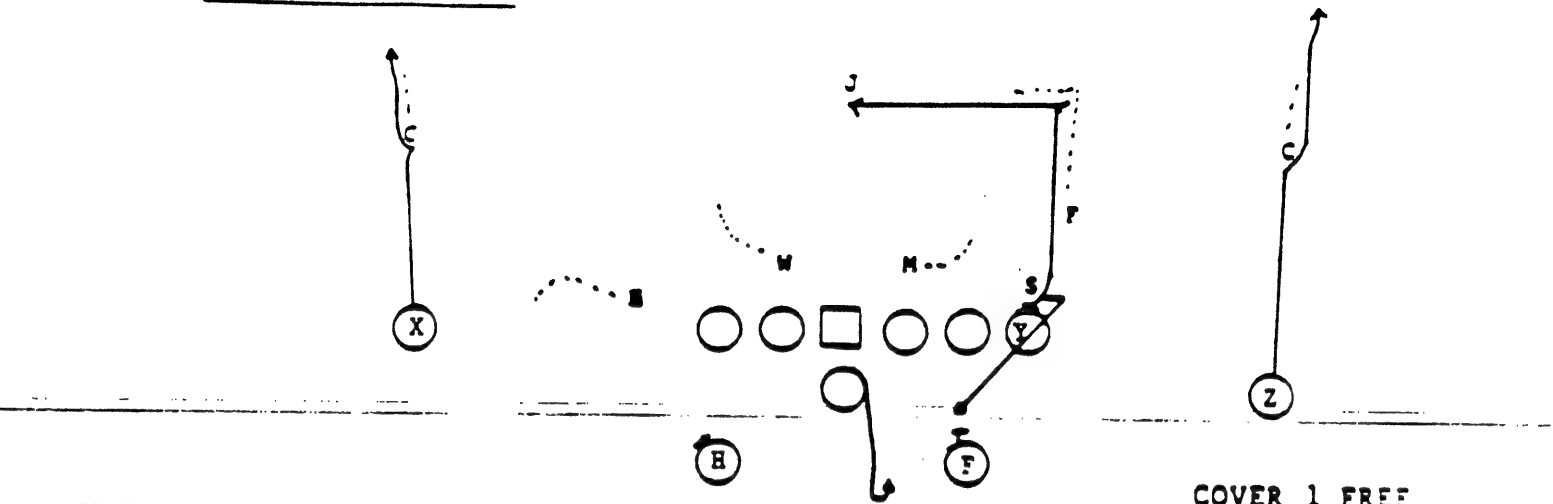
SERIES 8 PROTECTION MAX FIRM

PATTERN 989

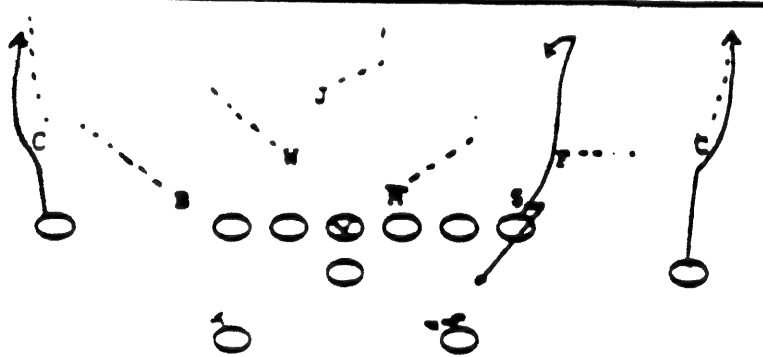
SWING CONTROL BASE

AUDIBLE 39

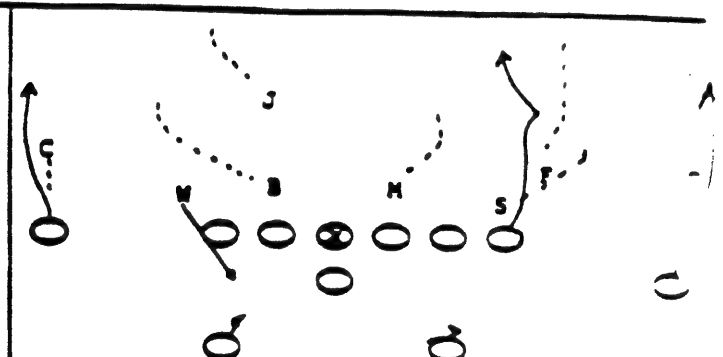
FORMATION SPLIT RIGHT



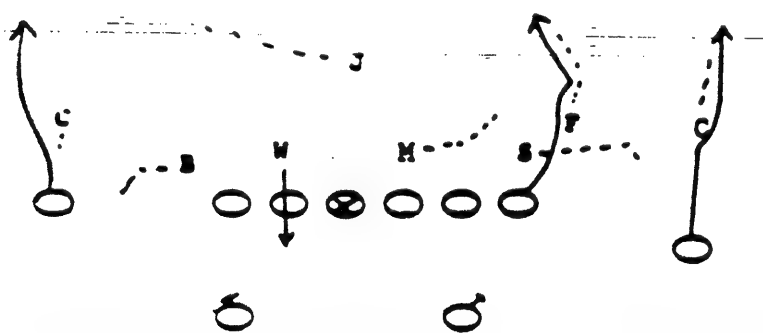
COVER 1 FREE



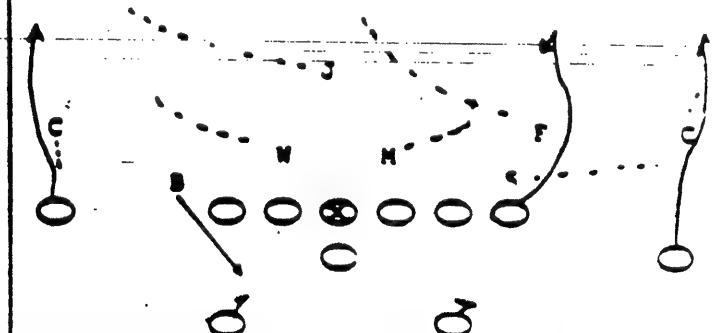
COVER 4



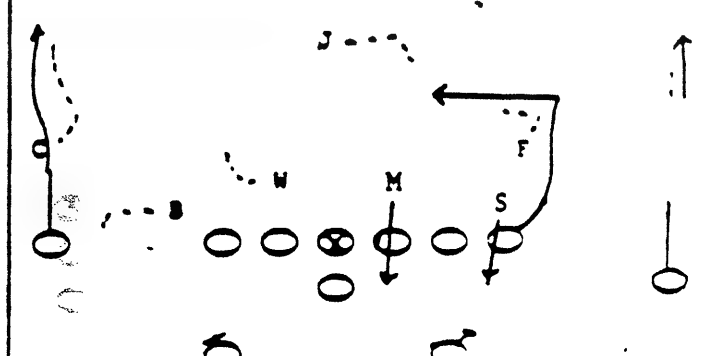
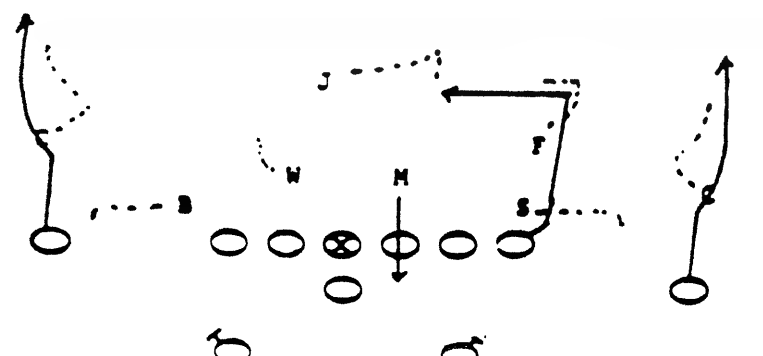
COVER 2



COVER 7



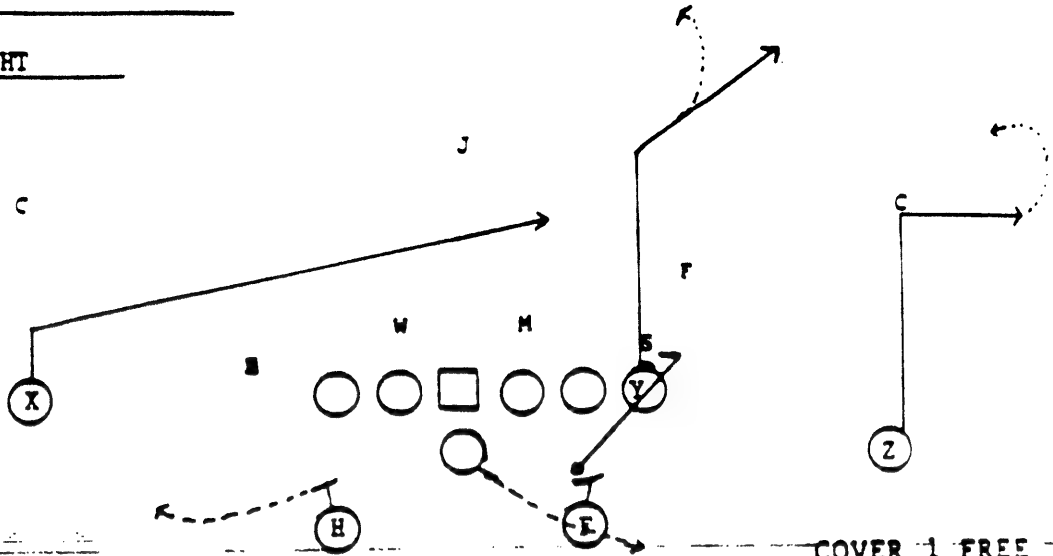
COVER 6 CLEO



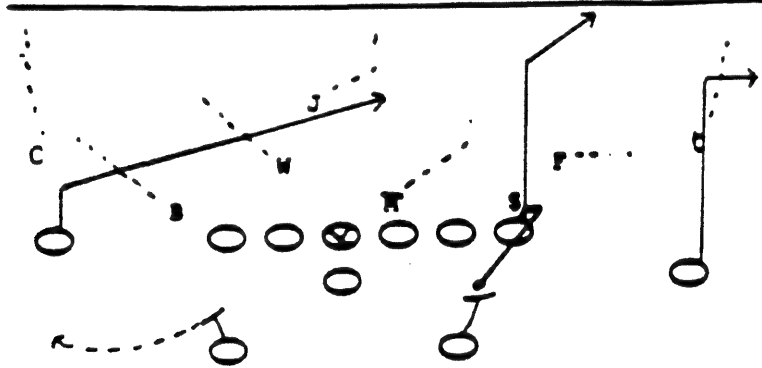
SERIES 3 PROTECTION SPRINT RIGHT PATTERN Z75 SWING CONTROL

ARTICLE 48

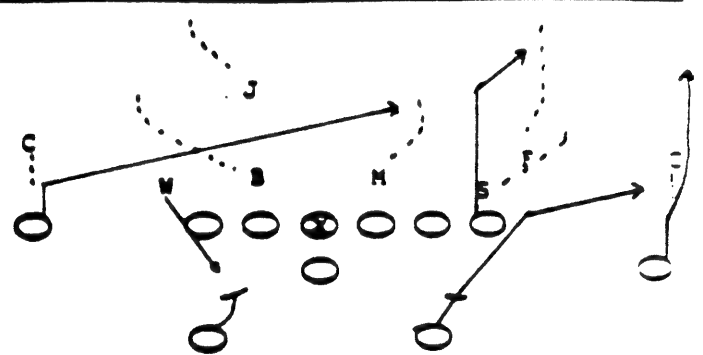
FORMATION SPLIT RIGHT



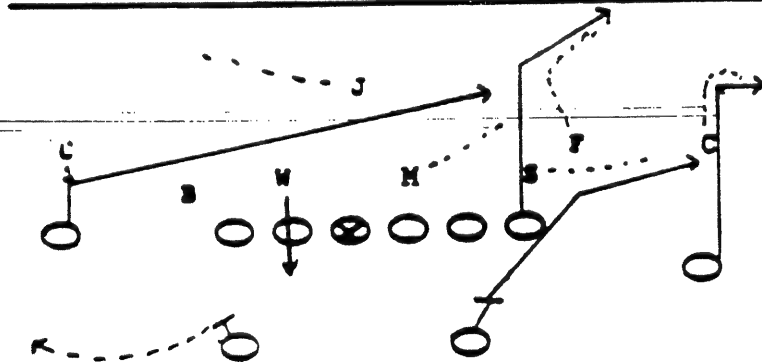
COVER 1 FREE



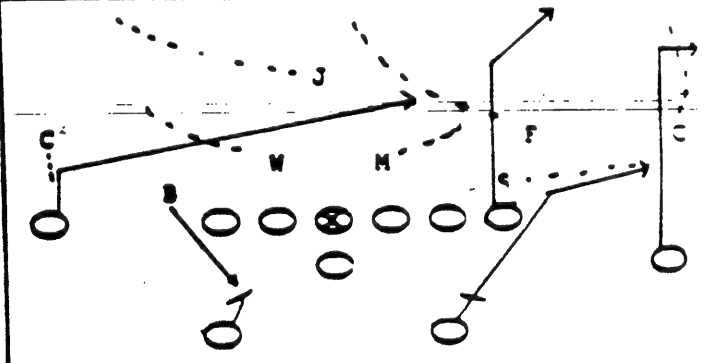
COVER 4



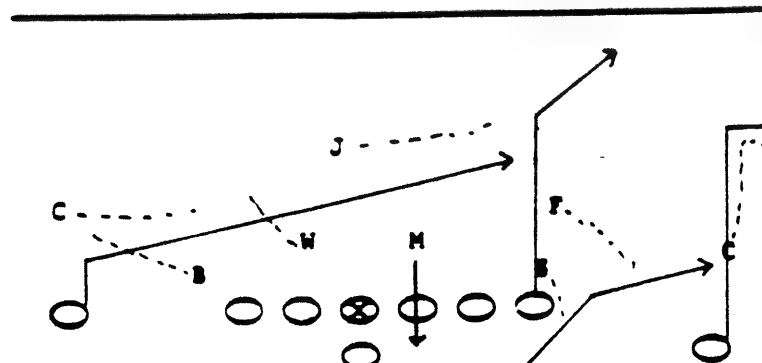
COVER 2



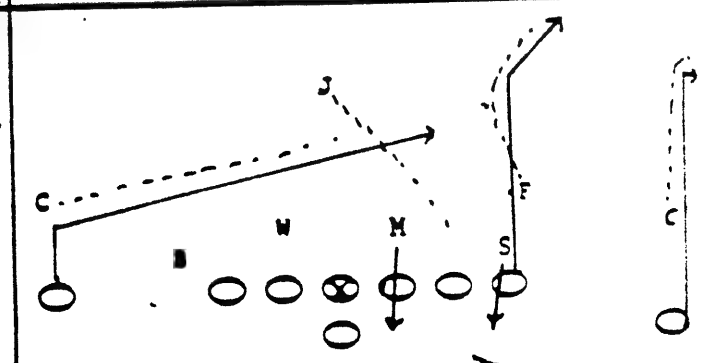
COVER 7



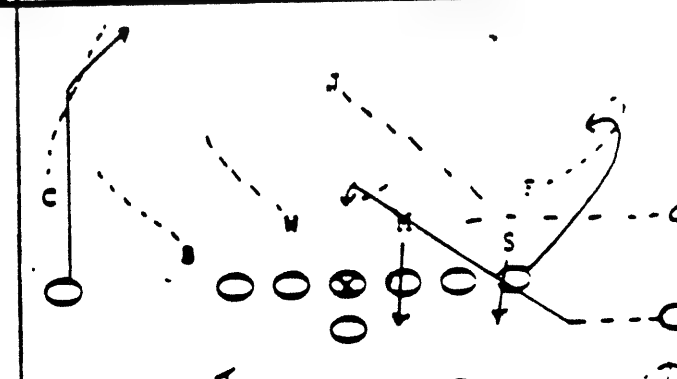
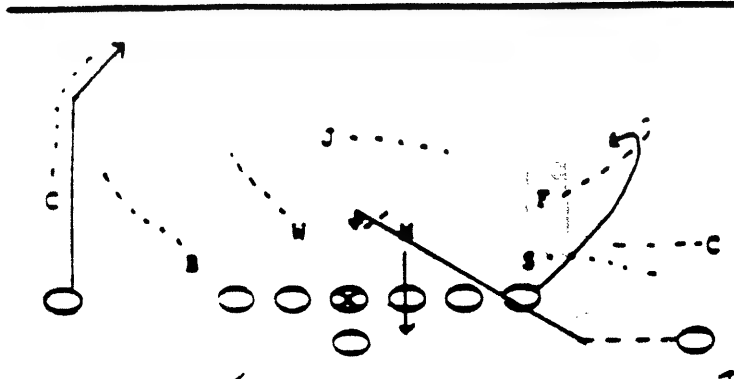
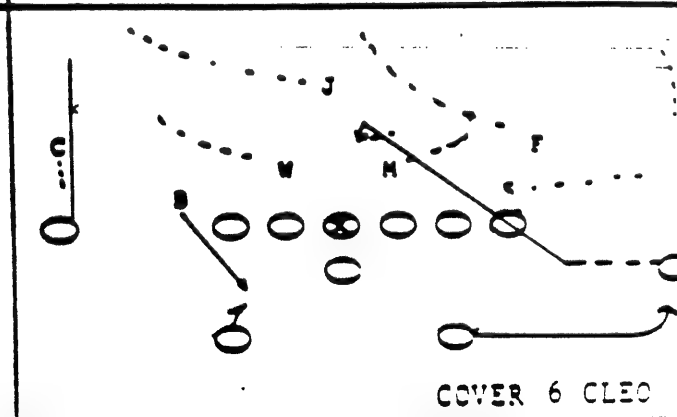
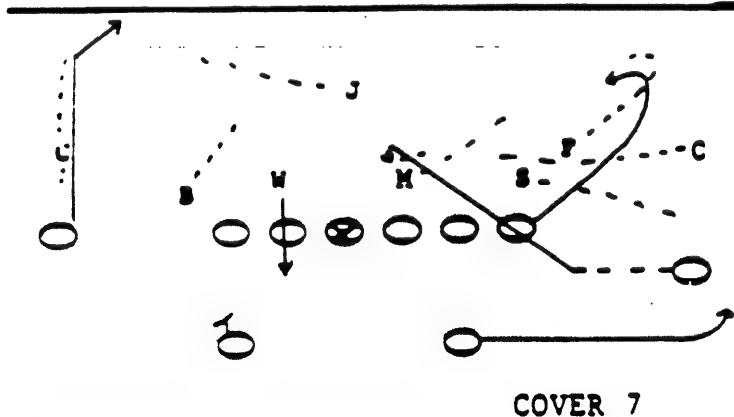
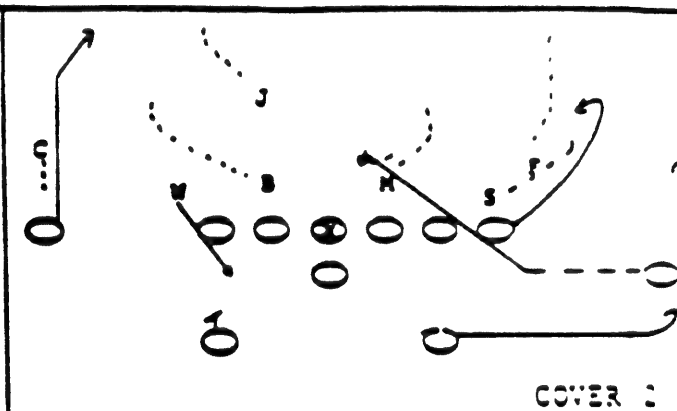
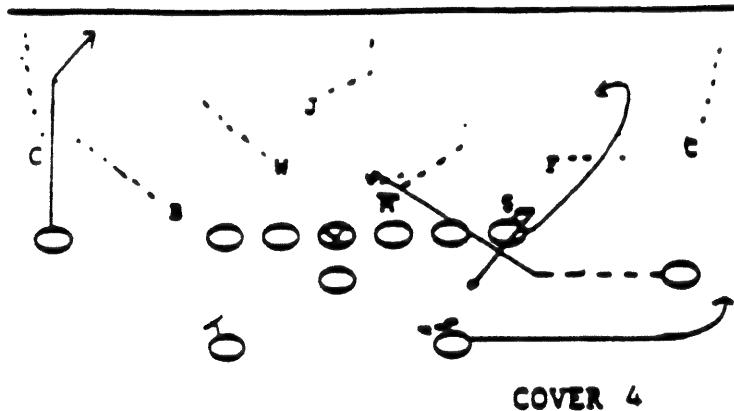
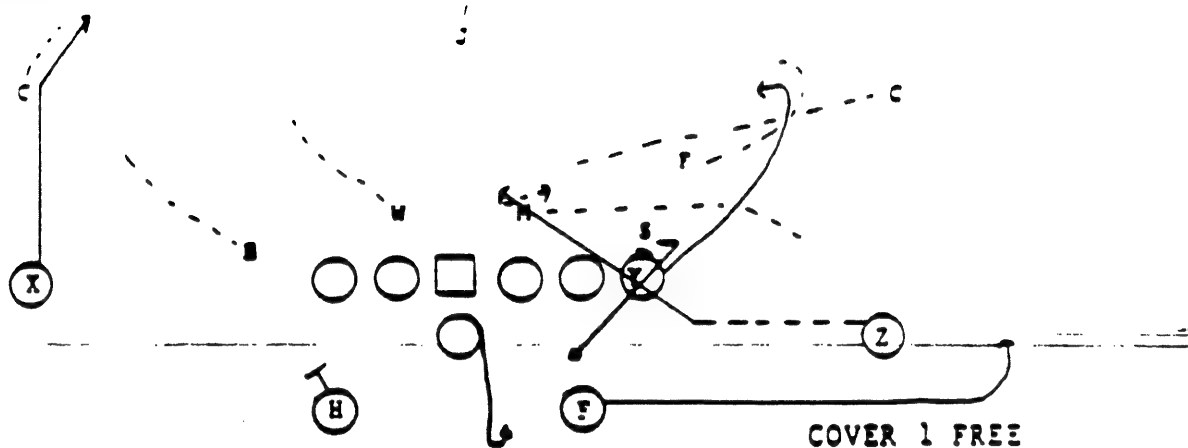
COVER 6 CLEO



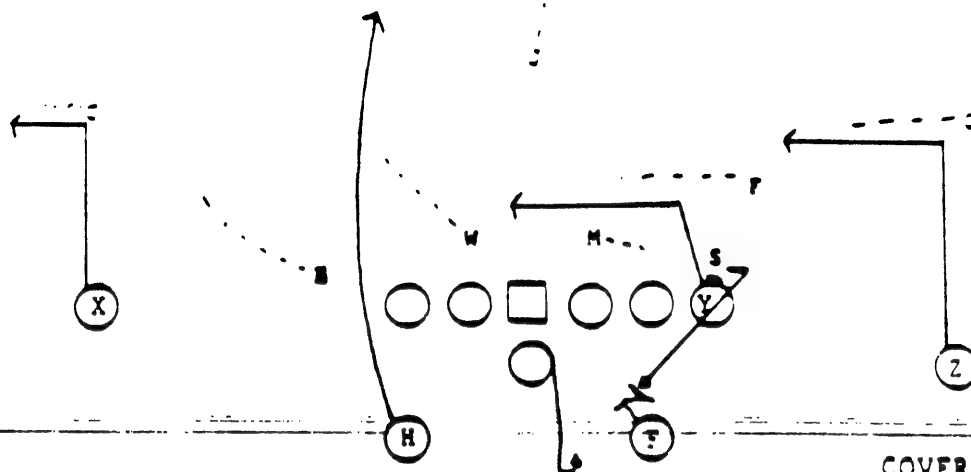
COVER 9



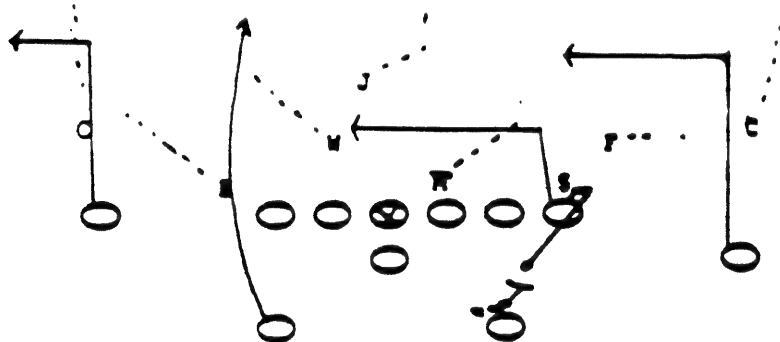
COVER 9 BLITZ



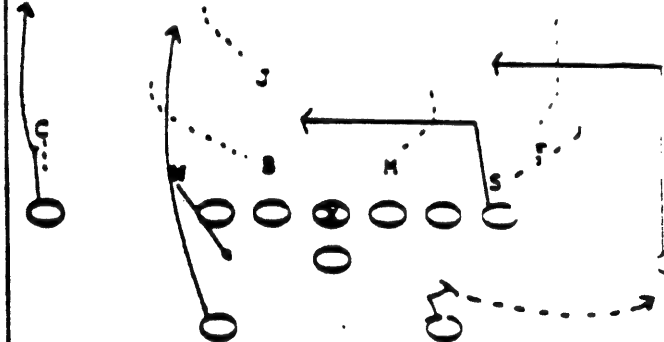
SERIES . PROTECTION CUBS PATTERN 326 SPLIT TO THE W UP
 AUDIBLE _____
 FORMATION SPLIT RIGHT



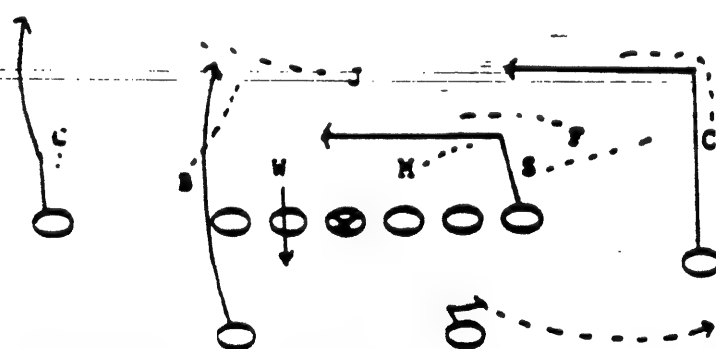
COVER 1 FREE



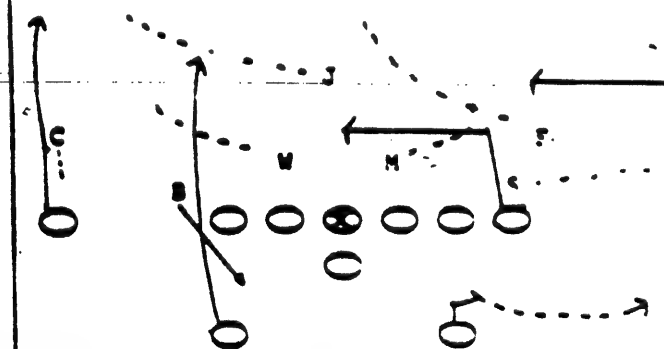
COVER 4



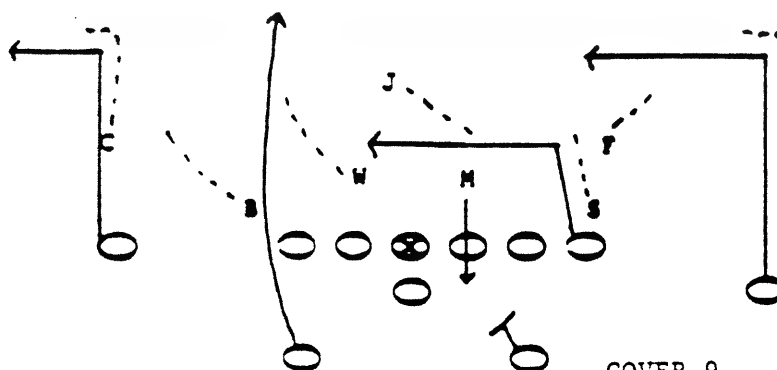
COVER 2



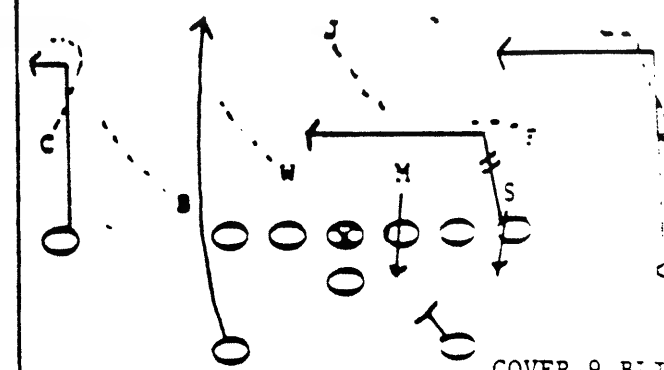
COVER 7



COVER 6 CLEO



COVER 9

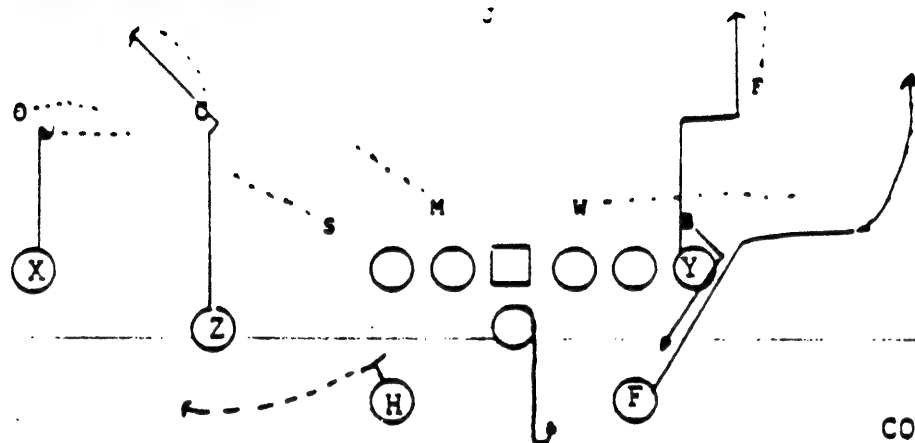


COVER 9 BLI

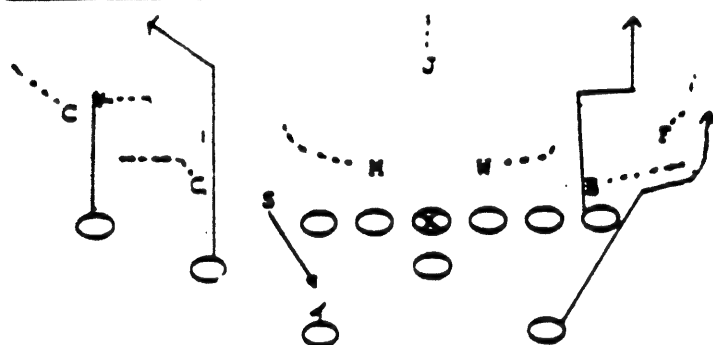
SERIES & PROTECTION SCOT PATTERN 372 GO SWING CONTROL F SHOOT

AUDIBLE _____

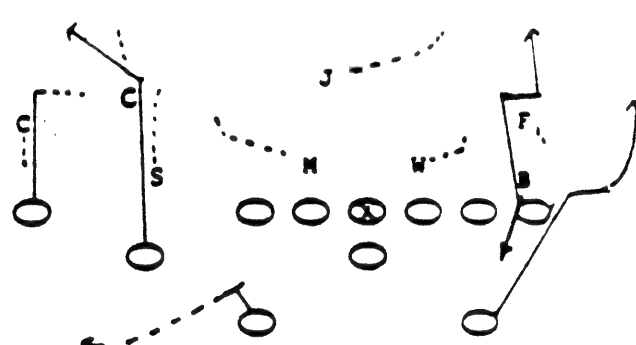
FORMATION SPLIT RIGHT OVER



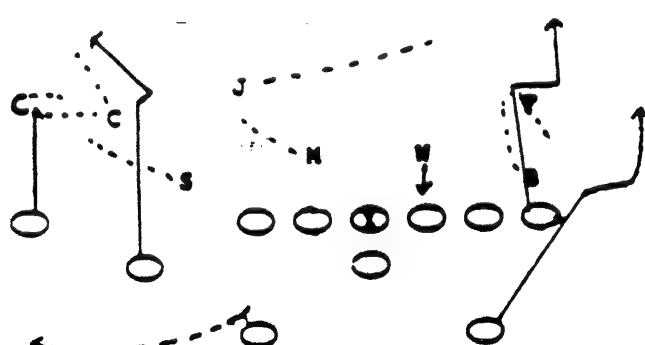
COVER 1 FREE



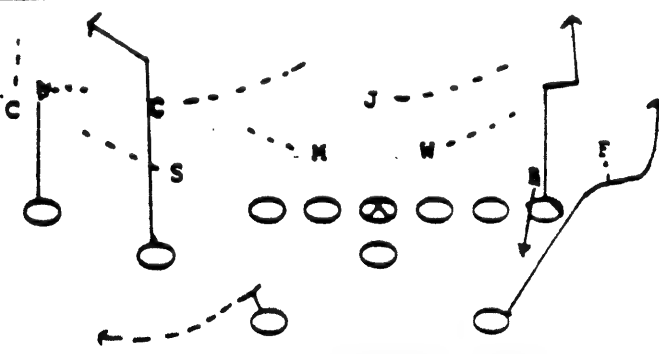
COVER 4



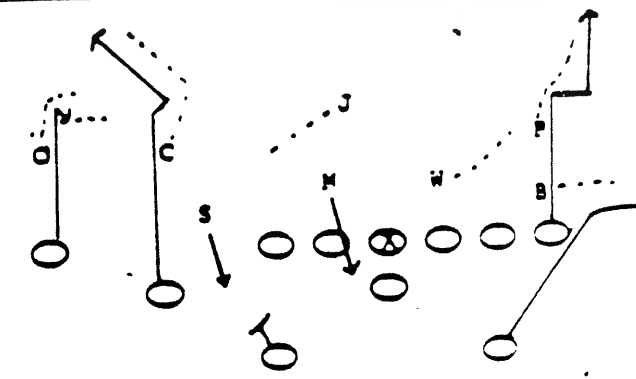
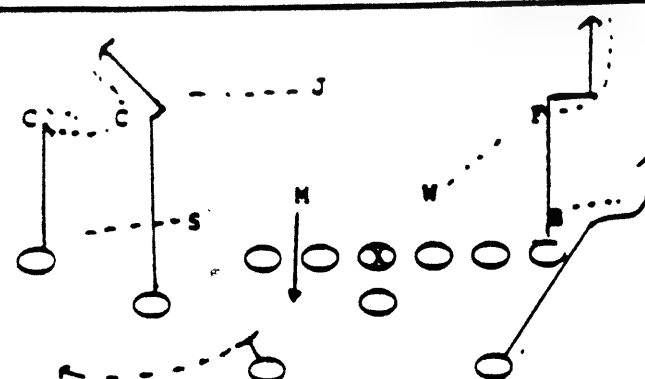
COVER 2 MINNESOTA



COVER 7



COVER 6 CLEO



TWO MINUTE CONSIDERATIONS

The most important parts of a game are the last two minutes of either half. It is imperative to know when the clock is to be stopped and whether the clock will start again with the snap or with the referee's signal.

The team best able to handle itself through these time periods without confusion and frustration will be the champion.

When we are behind, ball carriers and receivers must think in terms of getting as much yardage as possible and then getting out of bounds. When we are trying to score, know whether we need a touchdown or a field goal.

If we are ahead, stay in bounds and seek to run out the clock. Take as much time as you possibly can in the huddle without violating the 45 second clock.

The clock is stopped in the last two minutes when one of the following occurs:

1. Notification of two minute period is given.
2. A called time-out by player or official.
3. Incomplete forward pass.
4. Ball goes out of bounds.
5. A penalty
6. Injured player
7. Quarterback is tackled attempting to pass
8. On a measurement for first down.
9. Center requests a dry ball. Use this only when the request is legitimate.
10. Change of possession. This includes after a fourth down attempt that fails to get a first down.

The clock starts on the snap:

1. After a called time out
2. After an incomplete pass
3. After the ball carrier has gone out of bounds
4. After notification of the two minute period
5. After change of possession

6. After a penalty, provided the penalized team, in the judgement of the officials, did not incur the penalty for the purpose of stopping the clock.

The clock starts on the referee's whistle:

1. After a measurement for first down
2. After an excess time out
3. After a lateral out of bounds and after a fumble out of bounds
4. After a purposely incurred penalty designed to stop the clock.
5. After a quarterback sack.

On a kickoff during the last two minutes the clock starts when the ball is legally touched. It will remain stopped if the ball is not returned from the end zone or if there is a fair catch of the kickoff.

There are several other important factors which prevail during the final two minutes of each half. These are:

1. During the last two minutes of either half, one time out in excess of the legally allotted three time outs, is allowed for an injured player who must be designated by the captain and be removed from the game. However, the ball shall not be put in play thereafter until the clock has run for ten seconds and either half can end during this ten second period.
2. Any subsequent time out under the same conditions is penalized five yards along with the ten second run off. NOTE: If a player is injured as the result of an opponent's foul a time out will not be charged against the injured player's team.
3. Any time the referee determines that an illegal delaying tactic is being used he will run ten seconds off the clock. Either half can end during this ten second period.
4. The referee no longer must wait until all defensive players are on the proper side of the line of scrimmage. He can signal the ball ready for play when the offense is ready. If a defensive man is on the wrong side of the line of scrimmage at the snap the whistle is blown immediately, the clock is stopped and a five yard penalty is marked off against the defense.

5. SPECIAL ALERT! Fighting -- particularly during the last two minutes: A common "slick trick" by a team which is behind is to provoke a fight. This stops the clock! Do not be lured into being a sucker for this maneuver.
 6. Any fumble which goes forward is awarded at the advanced spot only if the man who actually fumbles is the person who recovers it. If a teammate recovers or if the ball goes forward and out of bounds, the ball is brought back to the spot of the fumble.
-

OUR TWO MINUTE OFFENSE PLAN WHEN WE ARE BEHIND

MECHANICS

Whenever the clock is stopped or there is a time out we will huddle in order to call our play.

If the play results in the clock being stopped we will huddle once again and repeat the procedure.

Whenever the clock is running after a play we will line up on the ball quickly without huddling. While we are moving to the new line of scrimmage our Quarterback will yell out the next play to be run several times.

EXAMPLE: "96-96-96!" In this instance the snap signal will be a "HUT" with a preliminary call of "TWO". The entire procedure, therefore, would be as shown below:

"96 - 96 - TWO - HUT!"

Whenever we use the no-huddle procedure, our team will lineup on the ball in the same formation which they had used on the previous play.

We will have a starting count changeup in our no-huddle situations: If the Quarterback calls out "NOAH - NOAH" as we move to line up we will snap the ball on the second "HUT". Thus, the entire procedure would be as follows:

"96 - 96 - NOAH - NOAH - TWO - HUT - HUT!"

On all no huddle plays our linemen will assume a two point stance immediately upon lining up.

IMPORTANT CONSIDERATIONS CONCERNING USE OF YOUR TIME OUTS

Know the down and yardage. A quarterback must not throw a "kill the clock" pass on fourth down. A ball carrier and receiver must be thinking of getting out of bounds but not on fourth down until he makes the necessary first down yardage.

Save all your time outs until after the two minute warning. You cannot, however, be certain that all time outs will be available to you during the two minute period. We may have had to use one or more time outs on defense in order to conserve time in conjunction with our efforts to get the ball back from our opponents.

If three time outs remain you can use one of them during the first minute of the two minute period. It is not desirable to waste a down during this first minute if all three time outs are still available to you.

Do not wait too long to use our time outs during the two minute period. If all three remain with less than a minute to play be ready to start using the first one immediately.

If you are in a situation with more than one time out remaining and you have just had a long gainer and the clock continues to run you should use a time out rather than use a lot of time getting our team to the new line of scrimmage.

During the last one minute you need not use a "kill the clock" pass if two time outs remain. Use our no-huddle or one of the two remaining time outs. We do not want to waste a valuable down unless absolutely necessary.

When we are behind use your final time out as follows:

1. If it is fourth down, regardless of time remaining.
2. With 10 seconds or less left and we need a touchdown, regardless of down and distance.
3. If we are going for a field goal and we are in range, run the clock down to five seconds; then call the time out. Be careful, of course, not to violate the 45 second rule when running the clock down to five seconds. Get it as close to five seconds as you can within the 45 second limitation. Tell the referee ahead of time that when the clock shows five seconds left you are going to call a time out.

- a. ~~If a field goal would win the game we~~ will run the clock down in order to kick it, even when it is not fourth down, so long as we are within easy range.
- b. When a field goal would tie the game and a touchdown would win the game we will utilize our downs in order to try for the touchdown before settling for a field goal attempt on fourth down or on the last play of the game. This approach would prevail also at the end of the first half.

ADDITIONAL FIELD GOAL CONSIDERATIONS WITH NO TIME OUTS REMAINING

1. If it is not fourth down and 15 seconds or less remain use our 81 audible in order to kill the clock so that we can get our field goal team onto the field.
2. If it is fourth down with 30 seconds or less remaining and we are in field goal range we will have to rush the field goal team onto the field without a kill the clock play. This situation must be anticipated and our players must be alerted to the possibility on the previous down. Players coming on to the field will shout "MAY DAY!" in this situation. Those players on the field who are not members of the field goal unit must sprint to our sideline. Eligible and ineligible numbered players who will lineup "out of position" must still report to the referee. Do it very quickly.

STOPPING THE CLOCK WHEN YOU ARE OUT OF TIME OUTS

If the clock continues to run a fourth time out can be bought in the last two minutes of either half by use of a designated injured player.

The player must be removed from the game and the officials will run 10 seconds off of the clock. Do not use this tactic if there are less than 15 seconds remaining.

Any subsequent time outs for injury will also result in 10 seconds being run off the clock plus a penalty of five yards.

BANDIT CALL - Another way to stop the clock when we do not have any time outs left: Our right guard will jump offside, and the ball will not be snapped. There must be at least 15 seconds left on the clock for us to use this tactic.

MAY DAY CALL - Lets our team know that we are attempting a field goal in a hurry up situation.

PENALTY ON LAST PLAY OF EITHER HALF

If the penalty is against the defensive team, the offense will be allowed an additional play even though time has expired. If the offense decline the penalty, however, there will not be an additional play.

If the penalty is on the offensive team, the offensive team will not be allowed an additional play if time has expired. This means for example, that a team which makes a field goal on the last play of either half, but is guilty of a foul -- including failure to report -- will not be awarded the three points and will not have an opportunity to try it again.

UNUSUAL DOWN AND DISTANCE SITUATIONS

1. If an unanticipated short yardage situation occurs and we do not have short yardage personnel in the game we will line up and run a P10 or P11.
2. If you have short yardage or goal line personnel in the game and it is a passing situation you can do one of the following:
 - a. Call a time out if one is available
 - b. If it is not fourth down use a kill the clock pass - 81.
 - c. If it is fourth down and no time outs remain we will be forced, because of the desperate nature of the situation to use one of our goal line play action passes. We will use our Goal Line Roll Right or Roll Left towards the weakside of the formation. The code words for these will be "Boston Left" or "Boston Right".

SPECIAL CONSIDERATIONS

1. At the end of the first half we may take a "CONCEDE" approach deep in our own territory and run the ball -- staying in-bounds on third and long in order to keep the clock moving, thereby diminishing the time available to our opponents when they get the ball.
2. If you are injured and are able to get off the field on your own without our having to use a time out you should make every effort to do so.
- ~~3. If we are behind in the fourth quarter by more than one score~~ we will go to our "hurry-up" offense even before the two minute warning. This instruction will come from the bench. You should understand, however, that there are some rules differences which apply only to the last two minutes of either half.
4. There is a unique situation where we will instruct a receiver to actually go to the ground, and then call a time out, even before he is tackled. We will explain this consideration to you verbally.

BASIC TWO MINUTE OFFENSE SELECTIONS WHEN WE ARE BEHIND

1. Pattern Principle: We always want to have a running back in good layoff position, even if it means calling a different flare on one of our basic patterns.
2. Formation Usage: For the most part our basic formations will be used. In order to enhance our passing game, however, we may employ three or four wide receivers. This will usually be accomplished by replacing one of our backs and/or our tight end with wide receivers. As long as we are not huddling our formation strength will remain the same as it was on the previous down.
3. General Play Selection: We will have basic Two Minute Offense selections, but we will be flexible enough to adjust each week in accordance with the type of coverage we anticipate.

QUARTERBACK SUMMARY SHEET

1. You must be absolutely positive about the number of time outs remaining.
2. Do not use a time out until our two minute offense.
3. You must be certain that the team is aware of the fact that we are in the two-minute offense.
4. You must know all the rules regarding the stopping and starting of the game clock.
5. The team must be aware of whether we are thinking touchdown or field goal.
6. Remember -- It is not necessary to call a snap count. We automatically go on our first "Hut." Use the "Two" command so a defensive call will not draw us offside. Whenever "Noah" is employed of course we will snap the ball on the second "Hut".
7. Recognize the situation in which you must intentionally throw an incomplete pass - 81. You can throw the ball forward into the ground so long as it does not hit an ineligible receiver.
8. Remember the situations when it is necessary to have a play called and have your team on the L.O.S. ready to go when the Referee "winds" up the clock.
9. You must understand the philosophy of when a called time-out is necessary. You must hustle to be next to the correct official in order to quickly get the time-out called.
10. We will also have a designated downfield receiver who is authorized to call a time-out after a long reception.
- ~~11. Whenever you are in doubt, call a time-out if you have more~~
than one time out remaining.
12. Think in terms of using a huddle whenever feasible.
13. Always be in the huddle. The alternate captain should be talking with the officials in regard to penalty, measurement, or any other situation that the ball is put back in play by the Referee.
14. NEVER GO DOWN WITH THE BALL IN YOUR HAND ON 4TH DOWN. THROW THE BALL UP AND HOPE SOMEONE MAKES THE CATCH. DO NOT GET SACKED WHEN WE ARE BEHIND AND IT IS OUR LAST SHOT TO WIN. THIS ALSO APPLIES ON 3RD DOWN IN A MUST FIELD GOAL SITUATION WHEN A SACK WOULD PUT YOU OUT OF RANGE.
15. Do not confuse the game clock with the 45 second clock.

OUR TWO MINUTE OFFENSIVE PLAN WHEN WE ARE AHEADGENERAL POINTERS OF IMPORTANCE FOR QB's AND ALL OFFENSIVE PLAYERS

1. Do not call a time out.
2. Use close to the full 45 seconds on each play if the clock is running, but do not cut it so close that you risk a clock stopping penalty.
3. Runners and receivers stay in bounds.
4. Ball carriers should over protect the ball. Cover it with two hands and do not be too intense in fighting for extra yardage thereby allowing more defensive players a shot at you and at the ball.

REMEMBER! The defense is going to be going after the ball.

5. If there are less than 45 seconds remaining allow the clock to run down without leaving the huddle. Being at the line of scrimmage invites a clock stopping penalty.
6. Do not incur a penalty. It stops the clock.
7. If you are injured try to get off the field under your own power. If you remain on the ground the clock will be stopped. If at all possible we want to avoid this happening.
8. Simple ball handling.
9. No laterals

FORMULA FOR USING MAXIMUM TIME IN LAST TWO MINUTES

There are two Tables shown on this page which help to illustrate the time which can be "burned". These Tables are based on factors which involve three variables:

1. The down
2. The time remaining
3. The number of time outs still available to our opponents

Table I shows the situations in which you merely need to kneel down. In actuality the factors are shown in the purest form since the Table is constructed with no time being used for the actual running of the QB Kneel play.

Table II shows the time you can realistically expect to use when we run a play which in itself is designed to consume time. These would not be QB Kneel plays. The basic assumption is that you can use five seconds in actually running a play when our opponents call a time out immediately upon tackling the ball carrier.

TABLE I: QB KNEEL FORMULA

	NO TIME OUTS	ONE TIMEOUT REMAINING	TWO TIMEOUTS REMAIN	THREE TIMEOUTS REMAIN
1ST DOWN	2:00	1:30	:45	
2ND DOWN	1:30	:45		
3RD DOWN	:45			
4TH DOWN				

TABLE II: FORMULA FOR TIME WHICH WE SHOULD BE ABLE TO KILL *

	NO TIME OUTS	ONE TIMEOUT REMAINING	TWO TIMEOUTS REMAIN	THREE TIMEOUTS REMAIN
1ST DOWN	2:00 (KNEEL)	1:45	1:05	:20
2ND DOWN	1:40	:55	:15	:15
3RD DOWN	:50	:10	:10	:10
4TH DOWN	:05	:05	:05	:05

* Requires using 5 seconds per play when a time out remains.

PUNTING GAME CONSIDERATIONS IN LAST TWO MINUTES

I. WHEN WE ARE AHEAD AND WE MUST PUNT

1. Expect an all out punt block attempt. Protect longer and be very alert to employing your protection rules and techniques.
2. Punter be ready to kick more quickly even at the expense of a "picture" punt.
3. Do not punt out of bounds unless instructed to do so.
4. In most situations when the clock is running we will probably use the full 45 seconds even if it means taking a five yard penalty. Only when the five yards are of vital field position importance will we punt before the full 45 seconds elapse.
5. If fewer than five seconds remain we will likely not punt. Instead we will try to use the time remaining before our punter or ball carrier is tackled. You will receive specific instructions on this from the bench.
6. Do not down a punt but be certain to stay around the ball until the whistle actually is blown.

II. WHEN WE ARE AHEAD AND THE OPPONENT IS PUNTING TO US

1. Be extremely cautious about avoiding penalties. A penalty in this situation is the same as a turnover.
2. Be extremely alert to containing fakes. We want them to punt. We will not, under any circumstance, think about blocking a punt in this situation.
3. We will instruct the safety man in regard to whether he should do one of the following:
 - a. Do not handle the punt under any circumstances. Get far away from the ball. Move closer to the line of scrimmage and be alert for a fake.
 - b. Fair catch
 - c. Use normal punt return procedures

III. WHEN WE ARE BEHIND AND THE OPPONENT IS PUNTING TO US

If it is the last play of either half and a field goal is meaningful to us we will fair catch any punt which comes down within field goal range. In this situation even if time expired on the last play we would be allowed a free kick for a field goal.

If an opponent has taken an intentional safety and very little time remains when they use a high free kick punt from their 20 yard line we are allowed to use a fair catch so that our receiver can catch the ball without interference. Do not do this with no time remaining unless we are in field goal range and a field goal is meaningful to us.

STOPPING THE CLOCK ON DEFENSE PRIOR TO THE TWO MINUTE WARNING

If we are trailing with the clock running and the opponent has the ball with 3:00 or less to play, we will very likely use at least one time out on defense prior to the two minute warning. We would have two purposes in mind for doing this:

1. To stop the clock
2. To force our opponents to use up one or more downs prior to the two minute warning thereby forcing an earlier punt from them.

This tactic is valid even if only 2:05 remains since it will force them to use a down before the clock stops at 2:00.

Two cautionary notes so far as using this tactic are:

1. Do not call such a time out if the clock is stopped (out of bounds, penalty, etc.). It is wise for our defensive captain to tell an official --- BEFORE THE PLAY --- that we will call a time out after the play provided the clock is not stopped.
2. If the opponent is very close to making a first down do not use a time out. Remember we are using this tactic in order to make him use up his downs. If we use a time out in a situation where it seems likely that our opponent will pick up a first down anyway we have spent a precious time out without actually having forced the desired punt.

We will yell "Time Out" and give the "Time Out" signal from the bench when we wish to use these defensive time outs. Our defensive captain must still use his good judgment so far as the two cautionary items are concerned.

AUDIBLE LIST

TEENS

12 - PASS RIDE 12 3OH3 F UP
C15-14 - COUNTER 15-14
S14-15 - 14-15 SPRINT DRAW
17-16 - RIDE 16-17 (WK & STRONG)
C16-17 - COUNTER 16-17
18-19 - 18-19 EXPLODE & EXPLODE BOSS

20's

24-25 - DIVE 24-25
S24-25 - 24-25 SPRINT DRAW

30's

32-33 - 32-33 DIRECT
34-35 - 34-35 COUNTER
38-39 - 38-39 SWEEP

40's

44-45 - 44-45 BOSS
48-49 - SPRINT STRONG Z75

50's

52 - 2 OH 7
56-57 - RIDE 16-17 (1 BACK SET)
58-59 - RIDE 18-19 EXPLODE BOSS (1 BACK SET)

60's (SCOT) (LUCKY-RICKY STRONG)

60 - Y GET OPEN
64 - Z GET OPEN
65 - 595 F OPTION
66 - ZZ6 F SHOOT

70's

72 - 212
73 - TE PIC VS BEARS
77 - 718
79 - 999 H UP

80's (QUICK - FIRM - FLARE)

80 - HITCH
81 - 191
82 - 282
83 - 383 STOP
85 - 545 READ
86 - 566 F FLAT
87 - FLARE SCREEN LT
88 - FLARE SCREEN RT
89 - 989

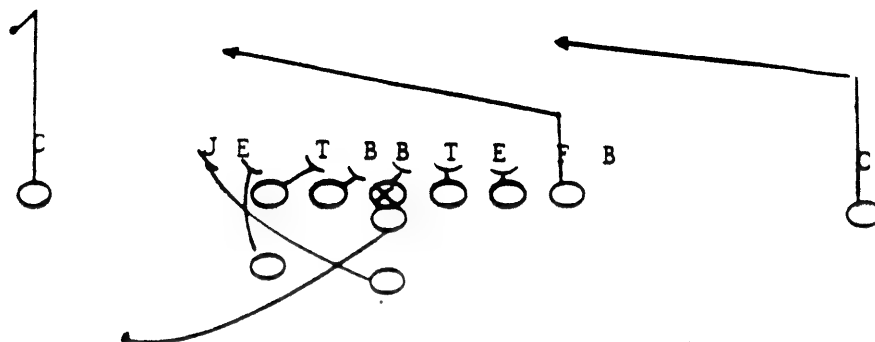
90's

90 - 226 H SHOOT
91 - 326 H UP
92 - 272 H FLAG
93 - 343 DOUBLE CHOICE
95 - 595 H OPTION
96 - 695 H READ
97 - 726 H CROSS
99 - 999 H UP

SPECIAL CALLS

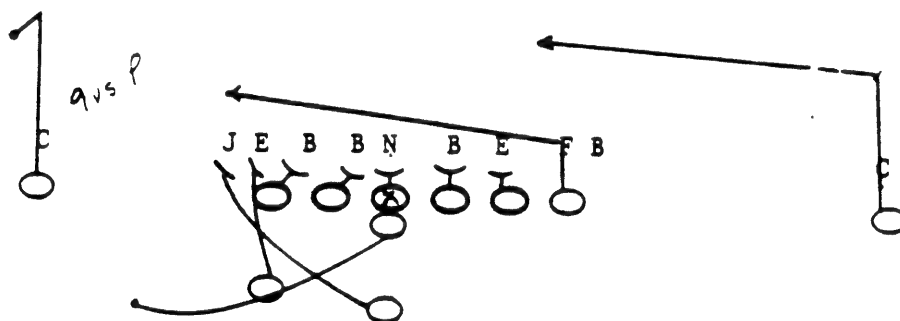
8 - SPRINT RT WK 322
9 - SPRINT LT WK 322
RED - HITCH UNCOVERED RECEIVER
100 - MIDDLE SCREEN TO FB

AUDIBLES

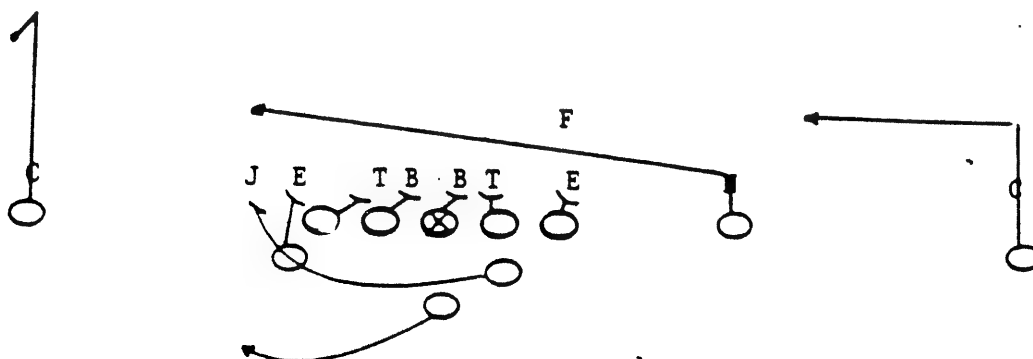


Aud. 91

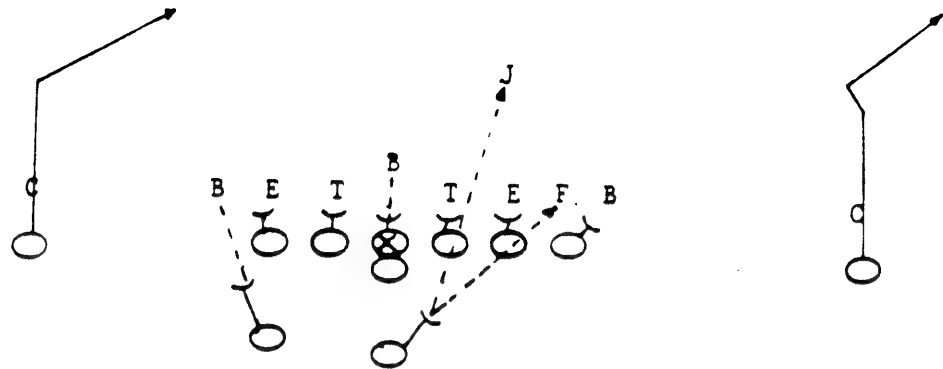
AUDIBLE 9(8) WEAKSIDE ONLY VS 43 - 11 UP



AUDIBLE 9(8) WEAKSIDE ONLY VS 34 - 11 UP

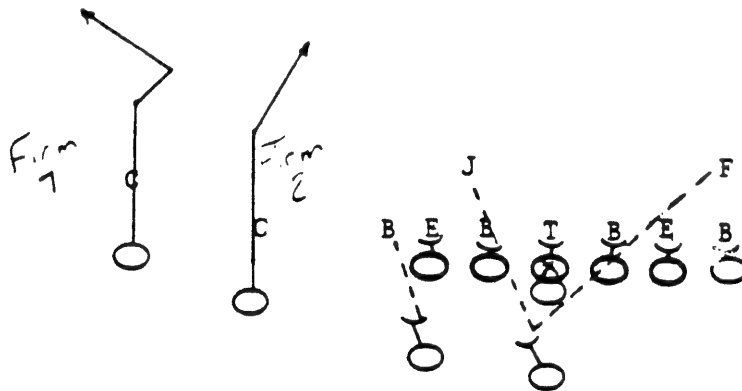


AUDIBLE 9(8) VS 40 NICKEL - 11 UP

AUDIBLES

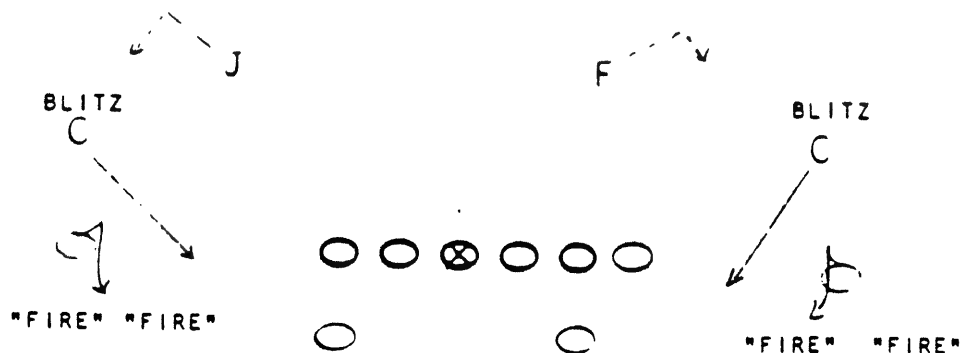
* Aud. 52

HB has arrow

~~AUDIBLE GREEN~~ - (MUST BE OPPOSITE FORMATION) VS 43 WITH FRANK OR JILL ON BLITZ

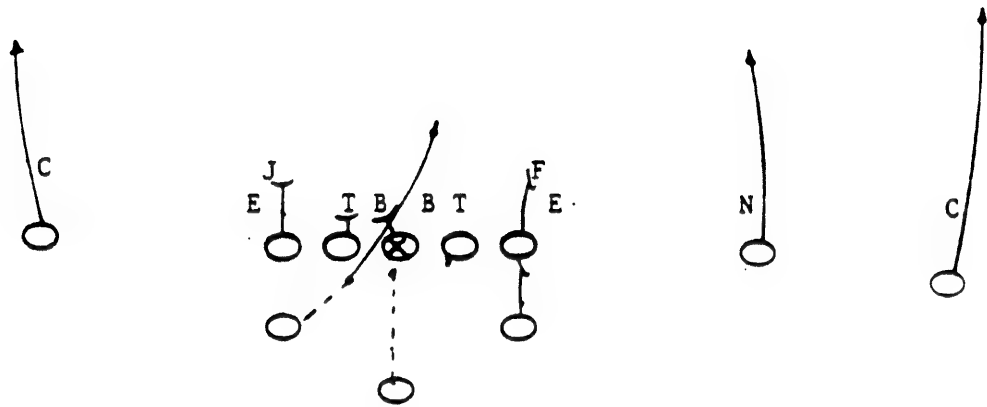
* Aud. 52

HB has arrow

~~AUDIBLE GREEN~~ - (MUST BE IN OPPOSITE FOR MOTION) VS 34 WITH FRANK OR JILL ON BLITZ

* EITHER RECEIVER MUST USE "FIRE" CALL WHEN THE CORNER OVER HIM BLITZES

AUDIBLES



AUDIBLE 21 VS 40 NICKEL - 11 UP



11

COACHING POINTS

SERIES & PROTECTION QUICK PATTERN 212 SWING CONTROL H-ARROW-UP
QUARTERBACK

P.S.L. _____ READ _____ DROP 3 STEP
PROGRESSION
C.P.s:

REC. ADJs VS CLEO X _____ 1 _____ 2 _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. BUCK QUICK ROUTE ARROW

- C.P.s: 1. ~~ATTACK BUCK TO GET HIS HANDS DOWN~~
2. RUN HARD ARROW ROUTE. LOOK FOR BALL QUICKLY

FULLBACK - F

PROTECTION S.P.U. STUB QUICK ROUTE UP RELEASE INSIDE

- C.P.s: 1. ATTACK STUB TO GET HANDS DOWN
2. IF STUB DROPS, SLIGHTLY WIDEN AREA, LOOK FOR BALL OVER INSIDE SHOULDER

X

SPLIT MAX ROUTE 2 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s: 1. QUICK 2 B.P. IS APPROXIMATELY 6 YARDS. MAKE BREAK ON 3rd STEP IF NOT PRESSED.
2. ATTACK INSIDE AT 45° ANGLE
3. Q.B. WILL PULL YOU INTO THE HOLE
4. MUST GET INSIDE VS PRESS

Y

SPLIT NORMAL ROUTE 1 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. MAKE A SLIGHT UPFIELD MOVE AND BREAK OUT AT AN ANGLE
2. WIDEN AREA AS QUICKLY AS POSSIBLE - BE ALERT FOR BALL
3. WHEN YOU GET CLOSE TO SIDELINE, SETTLE DOWN AND FACE QB:

Z

SPLIT MAX ROUTE 2 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s: 1. PUSH DEFENDER AND BREAK ON 3rd STEP - APPROXIMATELY 6 YARDS
2. BREAK AT 45° - BE ALERT FOR FRANK
3. ATTACK INSIDE - QB WILL PULL YOU INTO HOLE

COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 272 SWING CONTROL H FLAG R
QUARTERBACK

P.S.L. READ SAFETIES DROP 5 STEP

PROGRESSION H TO X Y TO Z

- C.P.s: 1. WORK H & X, Y & Z COMBINATIONS. G.P. WILL DETERMINE Y OR H.
2. BEST VS. MAN COVERAGE.

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE FLAG

- C.P.s: 1. YOU HAVE FREE RELEASE - RUN FLAG ROUTE.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE NONE RELEASE NONE

- C.P.s: 1. S.P.U. INSIDE TO OUTSIDE.
2. STAY IN FOR PROTECTION HELP.

X

SPLIT NORMAL ROUTE 2 DELAY RELEASE DELAY ADJ Vs CLEO INSIDE

- C.P.s: 1. NORMAL 2 DELAY PROPERTIES.
2. KNOW 1st DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL ROUTE 7 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: SPLIT SEAM

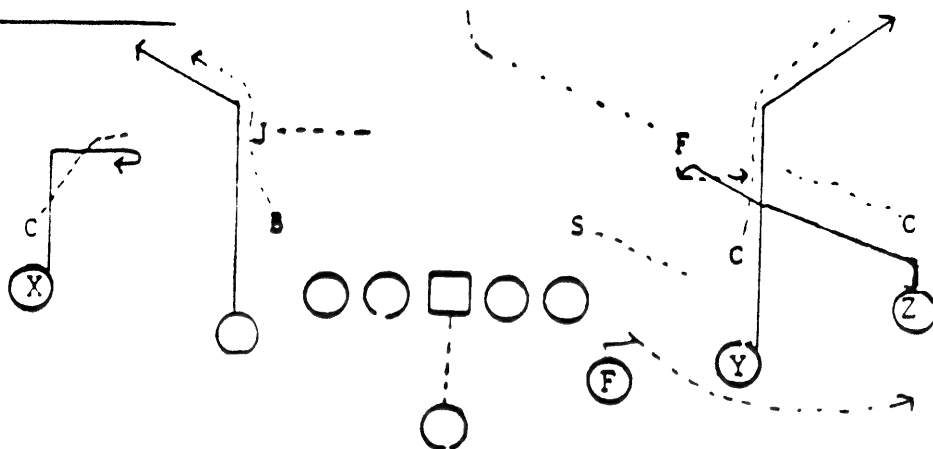
- C.P.s: 1. PUSH VERTICAL 10-12 YARDS BEFORE MAKING PROPER OUTSIDE ANGLE BREAK.

Z

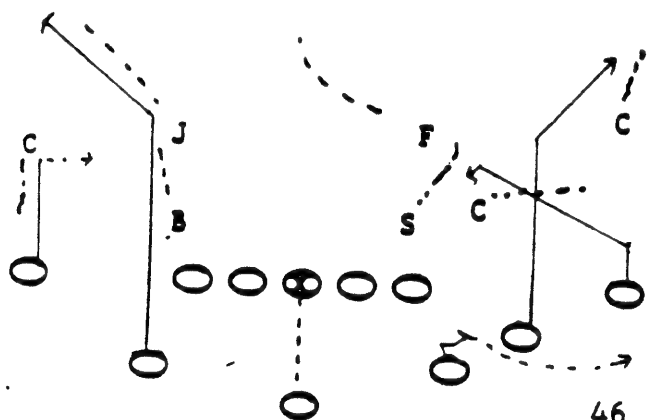
SPLIT NORMAL ROUTE 2 DELAY RELEASE DELAY ADJ Vs CLEO INSIDE

- C.P.s: 1. NORMAL 2 DELAY PROPERTIES.
2. KNOW 1st DOWN YARDAGE NEEDED.

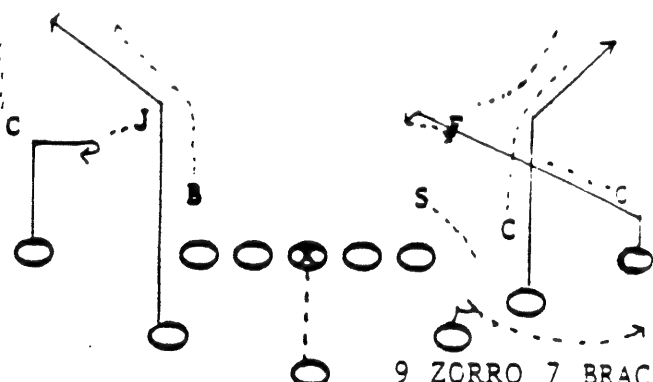
MATION



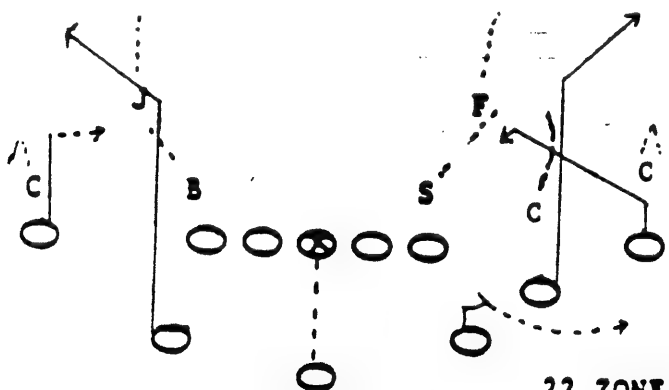
11 THIEF



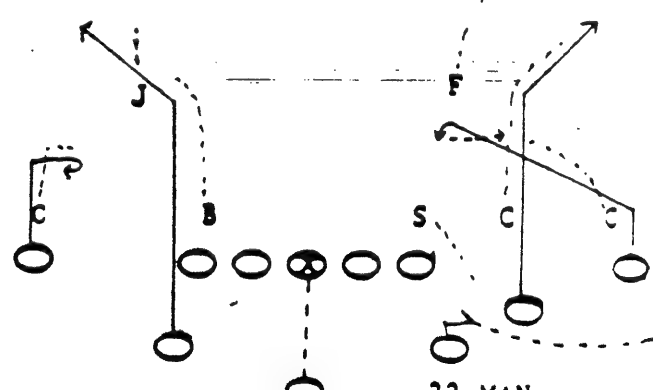
46



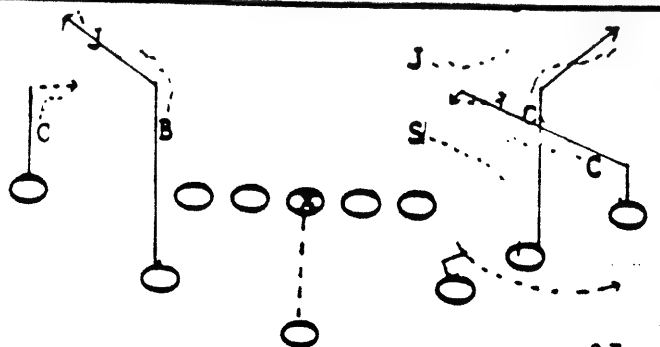
9 ZORRO 7 BRACKE



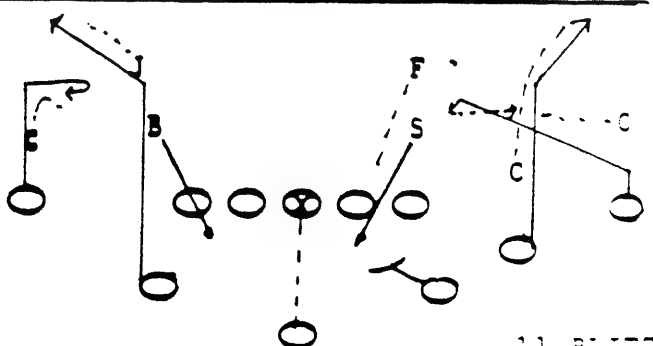
22 ZONE



22 MAN



97



11 BLITE

COACHING POINTS

SERIES & PROTECTION CUBS PATTERN ZZ6 X-CROSS SWING CONTROL H-SHOOT

QUARTERBACK

P.S.L. _____ READ _____ DROP _____

PROGRESSION

- C.P.s:
1. BEST VS MAN COVERAGE
 2. LOOK FOR H 1st N.T. ALERT FOR X AND Y
 3. IF ZONE ALERT X AND Z

REC. ADJs VS CLEO X _____ Y _____ Z _____ Y's ADJ VS COV. 2 _____

HALFBACK

PROTECTION N.S.P.U. ROUTE _____ SHOOT _____

- C.P.s:
1. PUSH VERTICAL BEFORE MAKING OUTSIDE BREAK.
THIS WILL HELP X CAUSE TRAFFIC PROBLEM FOR MAN COVERING YOU.
 2. ADJUSTMENT IF MAN CUTS YOU OFF DEEP OR ZONE.

FULLBACK

PROTECTION S.P.U. CUBS ROUTE BASE RELEASE OUTSIDE

- C.P.s:
1. CHECK MAC TO STUB
 2. CHECK OUT BASE IF POSSIBLE

X

SPLIT MINIMUM ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.s:
1. ADJUST SPLIT TO CAUSE TRAFFIC PROBLEM FOR MAN COVERING H.
 2. PREFER INSIDE RELEASE - BUT CORNER CAN FORCE YOU ON TOP WITH INSIDE BUMP ALIGNMENT.
 3. YOU ARE SHORT CROSSER WITH Y ON TOP, UNLESS YOU ARE FORCED DEEP.
COME FAST UNTIL MESH - READ ZONE OR MAN.

Y

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s:
1. PUSH VERTICAL FOR 5-7 YARDS BEFORE MAKING CROSSING ROUTE BREAK.
COME HARD VS MAN.
 2. YOU MAY SETTLE IN ZONE AFTER CROSSING MESH.
 3. KNOW 1st DOWN YARDAGE NEEDED.

Z

SPLIT NORMAL ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s:
1. NORMAL 6 ROUTE PROPERTIES

SERIES & PROTECTION RICKY PATTERN 226 X CROSS SWING CONTROL F SHOOT
QUARTERBACK

P.S.L. _____ READ _____ DROP _____

PROGRESSION

- C.P.s: 1. BEST VS MAN COVERAGE
 2. LOOK FOR FB 1st N.T. ALERT X AND Y
 3. IF ZONE ALERT X & Z

REC. ADJs VS CLEO X _____ Y _____ Z _____ Y's ADJ VS COV. 2 _____

HALFBACK

PROTECTION S.P.U. RICKY/LUCKY ROUTE BASE

- C.P.s: 1. CHECK LB'ers BEFORE BASING OUT.

FULLBACK

PROTECTION N.S.P.U. ROUTE SHOOT RELEASE _____

- C.P.s: 1. PUSH VERTICAL BEFORE MAKING OUTSIDE SHOOT MOVE.
 THIS WILL HELP Y CAUSE TRAFFIC PROBLEM FOR MAN COVERING YOU.
 2. ADJUST IF CUT OFF DEEP OR ZONE.

X

SPLIT MINIMUM ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

C.P.s:

Y

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. ADJUST SPLIT TO CAUSE TRAFFIC PROBLEM FOR MAN COVERING F.
 2. PUSH VERTICAL FOR 5-7 YARDS BEFORE CROSSING.
 3. COME HARD UNTIL MESH WITH X - READ MAN-ZONE.

Z

SPLIT NORMAL ROUTE 6 RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.s: 1. NORMAL 6 ROUTE PROPERTIES
 2. SOMETIMES CAN CAUSE TRAFFIC PROBLEM FOR MAN COVERING F - BE ALERT

GUN PROTECTION SIGHT ADJUSTMENTS

A. LUCKY, RICKY, FIRM, FLARE, SCAT

1. X - 2 ROUTE IF BUC & WEAK SAFETY BLITZ

B. CUBS

1. Y - 1 ROUTE IF TWO OF THE FOLLOWING THREE
BLITZ, MAC, STUD, OR FRANK

C. SCAT

1. H - 1 ROUTE OR ARROW IF BUC BLITZ

D. CALF

1. F - ARROW IF MAC OR STUB BLITZ

E. BULL

1. H - ARROW IF BUCK BLITZES

F. BEARS

1. H - ARROW IF TWO OF THE FOLLOWING
THREE BLITZ, MAC, BUCK, OR JILL

"D" FORMATIONS

<p><u>DOUBLE LEFT - OVER</u></p>	<p><u>DOUBLE RIGHT - OVER</u></p>
<p><u>DIXIE LEFT</u></p>	<p><u>DIXIE RIGHT</u></p>
<p><u>DICE LEFT</u></p>	<p><u>DICE RIGHT</u></p>
<p><u>DOG LEFT</u></p>	<p><u>DOG RIGHT</u></p>
<p><u>DART LEFT</u></p>	<p><u>DART RIGHT</u></p>

SCOT PROTECTION

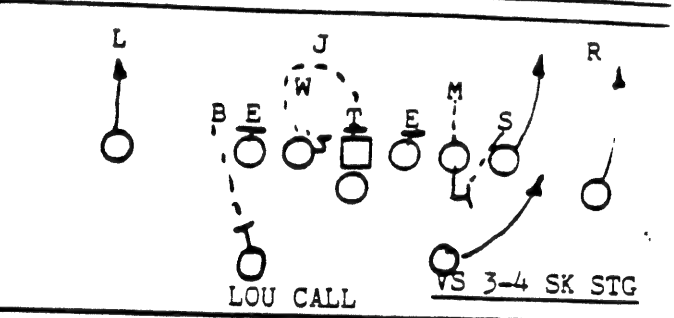
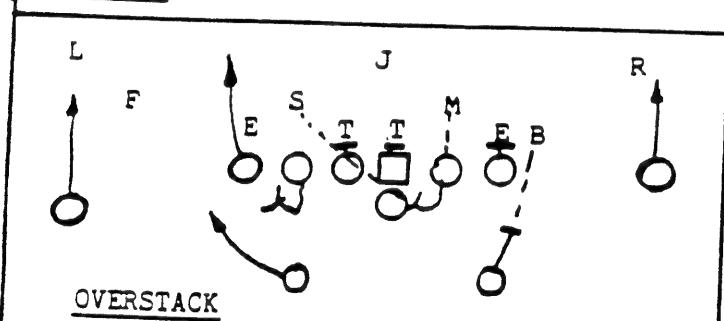
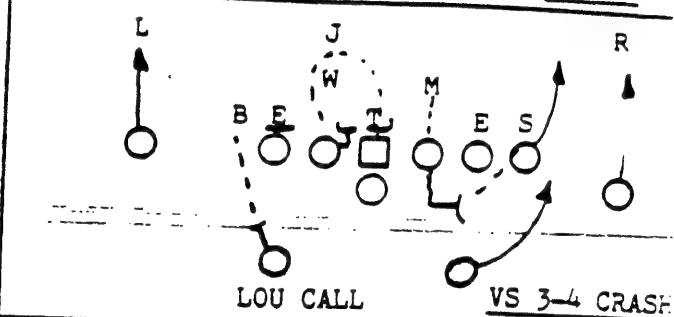
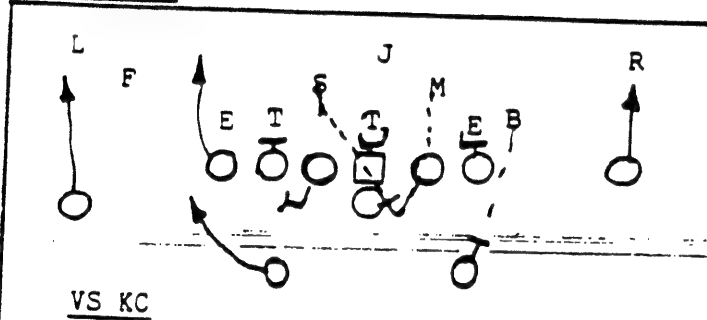
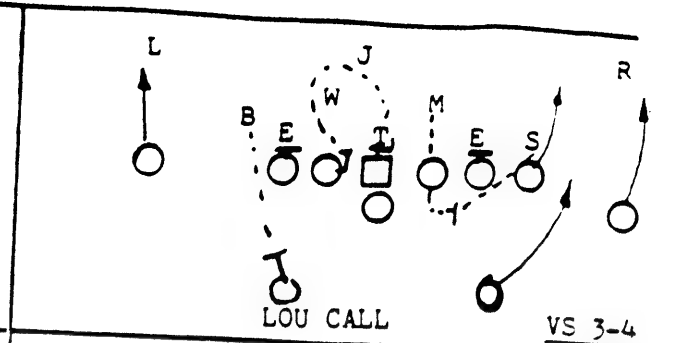
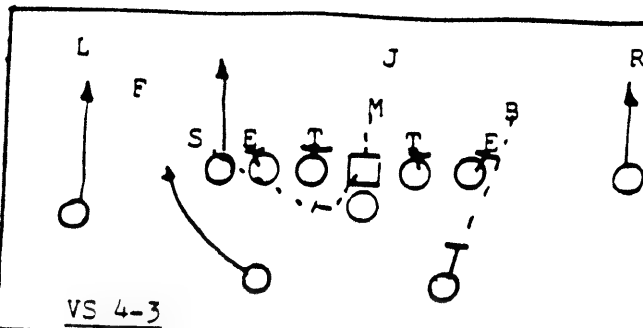
THE SCOT SERIES IS A PROTECTION CALL TO A TIGHT END POSITION. IT ALLOWS US TO GET OUR BACK INTO THE PATTERN IMMEDIATELY WITHOUT HAVING SWING PICK-UP.

THE UNCOVERED LINEMAN TO THE CALLED SIDE HAS DOUBLE PICK-UP ON MAC OR STUB. THE REMAINING BACK HAS
—NORMAL SWING PICK-UP.

OTHER SERIES CALLS CAN BE COMBINED AS A SECONDARY CALL WITH THE SCOT SERIES.

PLAY SCOT PROTECTION (60'S)

PLAY SCOT PROTECTION (60'S)



PWR PATTERN

QB

OWR PATTERN

BC

HB=YOU HAVE S.P.U. BUCK TO JILL
N/T PATTERN
NOTE=IF YOU ARE ONLY REMAINING
BACK IN BACKFIELD. YOU HAVE
S.P.U. AWAY FROM STRENGTH CALLED.

Y PATTERN

COVERED-BLOCK MAN ON-UNCOVERED-
DBL READ BLITZER TO OUTSIDE
RUSHER

PT

COVERED-BLOCK MAN ON. UNCOVERED-
DBL READ BLITZER TO OUTSIDE
BACKER

PG

RB

FB=IN A 2 BACK FORMATION YOU HAVE
A FREE RELEASE, N.S.P.U. YOU MAY
BE HOT, ALERT FOR BALL.
NOTE=IF YOU ARE ONLY REMAINING
BACK IN BACKFIELD, YOU HAVE
S.P.U. AWAY FROM STRENGTH CALLED

COVERED-BLOCK MAN ON. UNCOVERED-
BLOCK MAC TO STUB.
C.P. LOU OR RAY CALL.

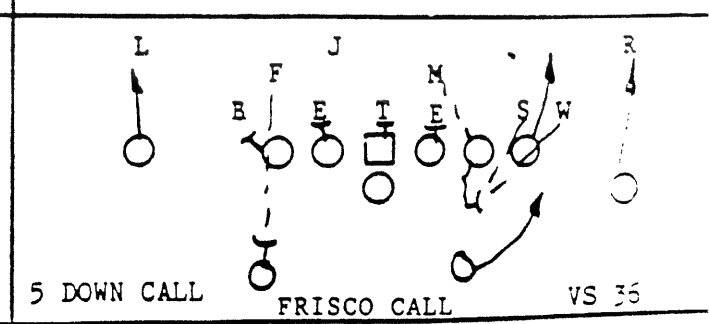
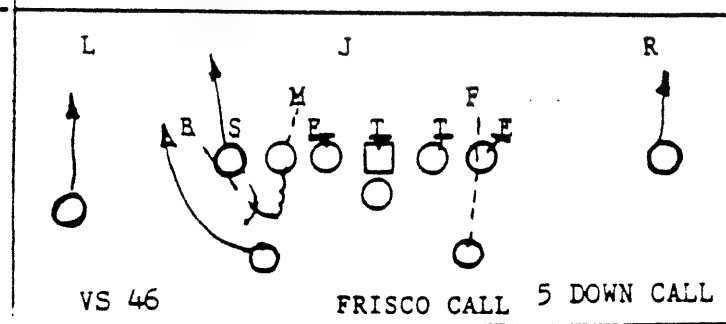
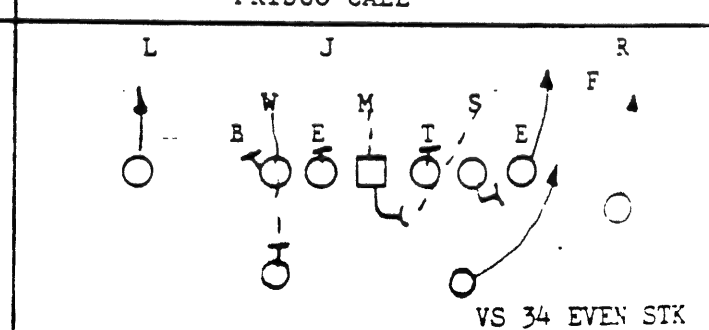
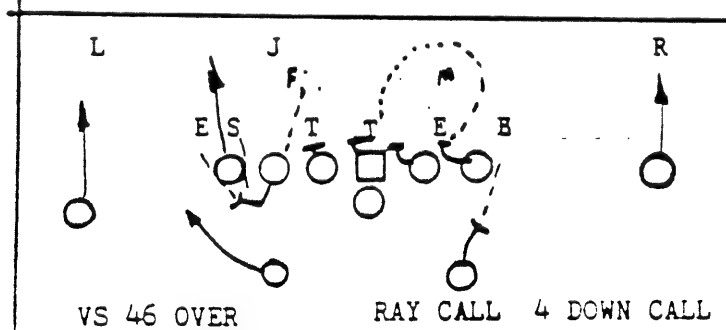
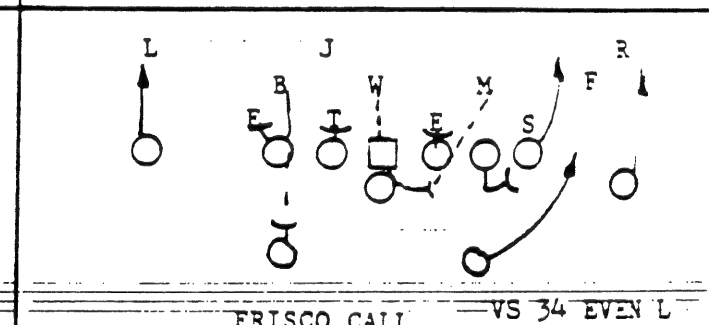
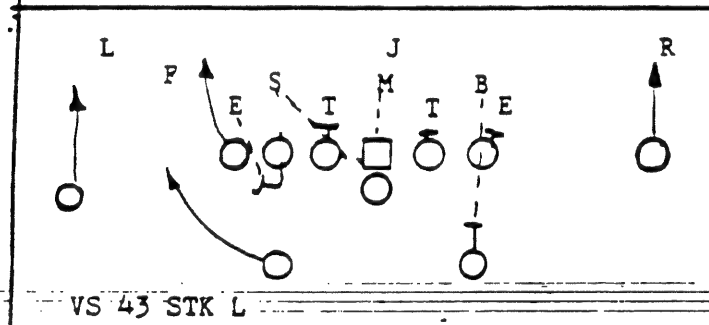
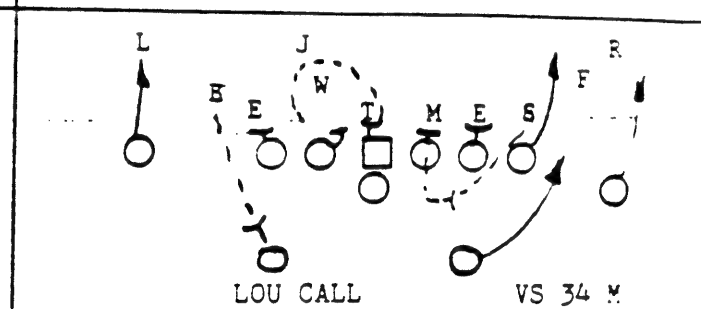
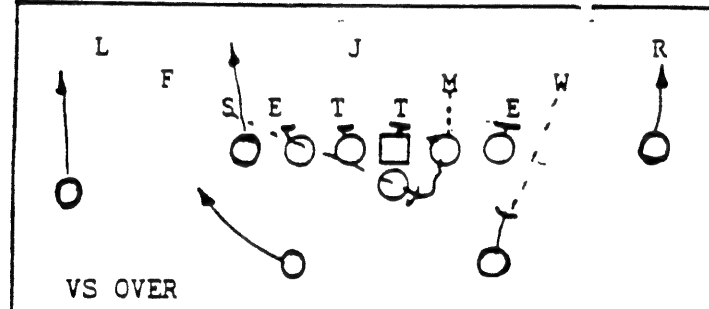
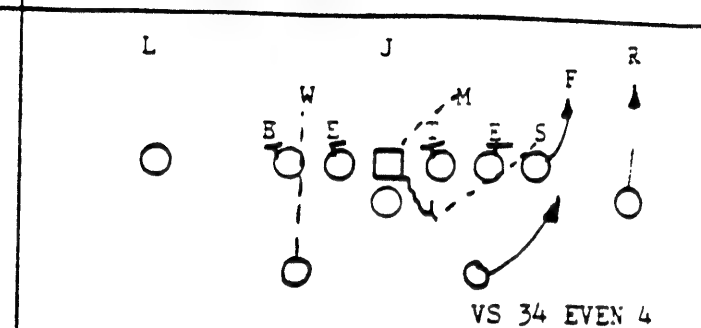
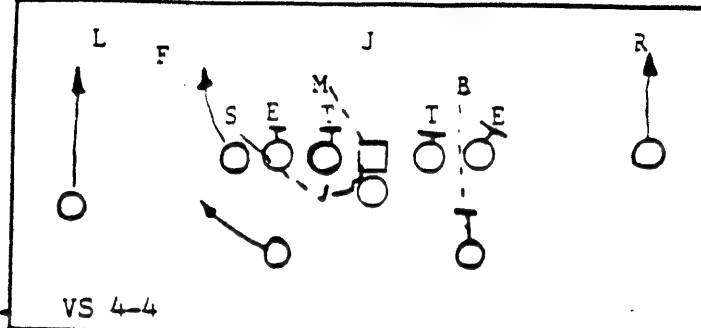
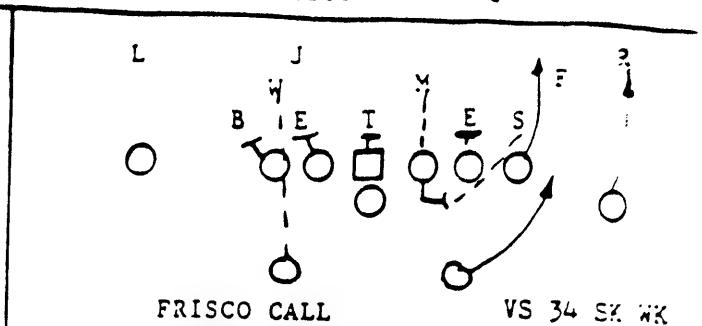
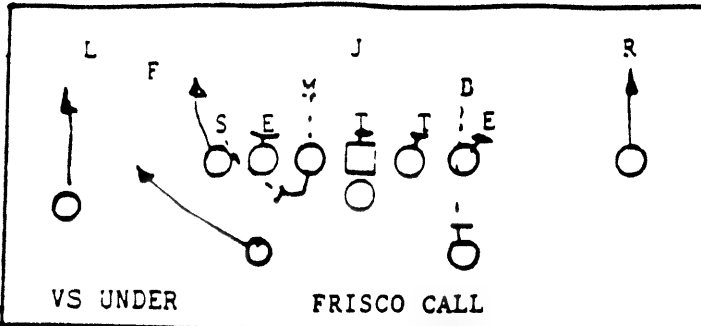
C

COVERED-BLOCK MAN ON. UNCOVERED-
BLOCK MAC TO STUB
C.P. LOU OR RAY CALL.

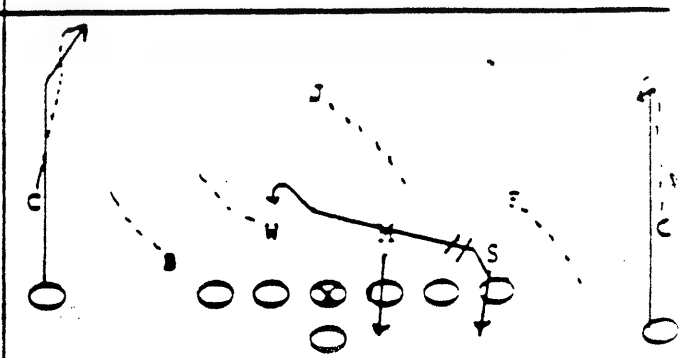
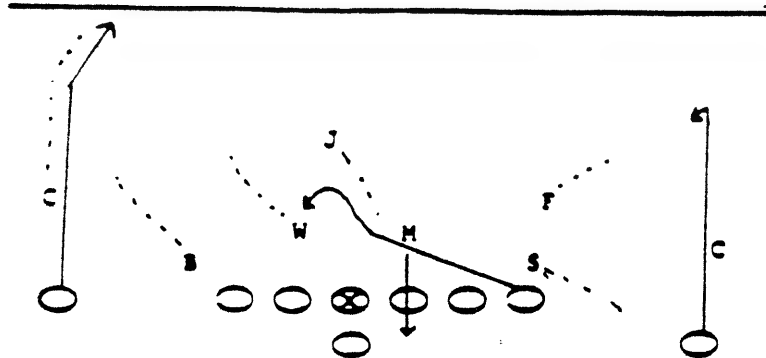
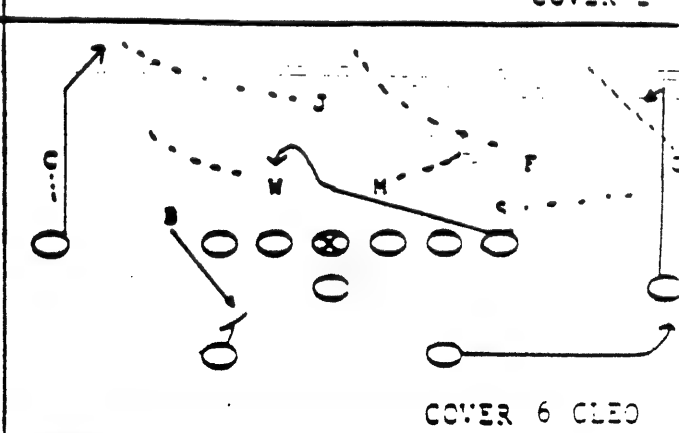
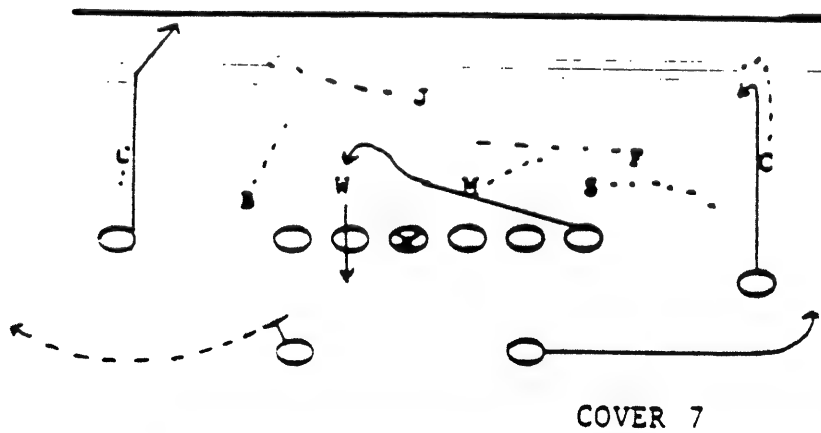
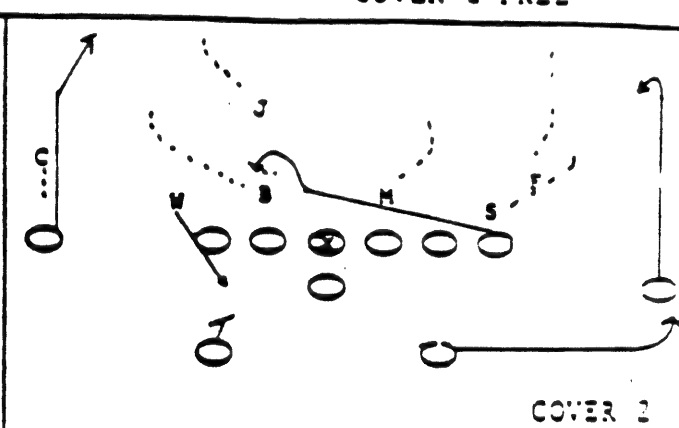
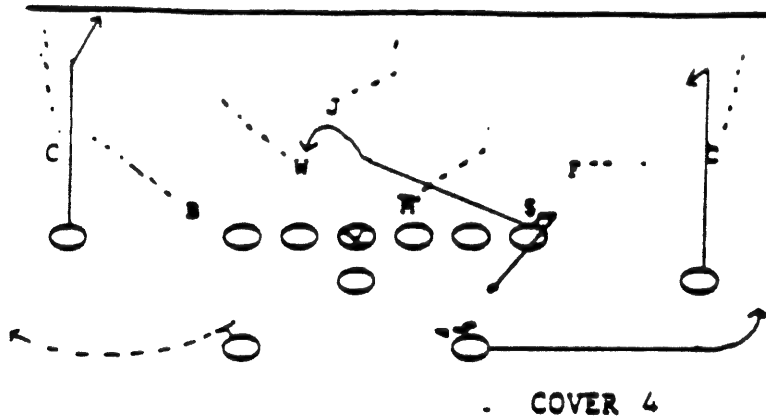
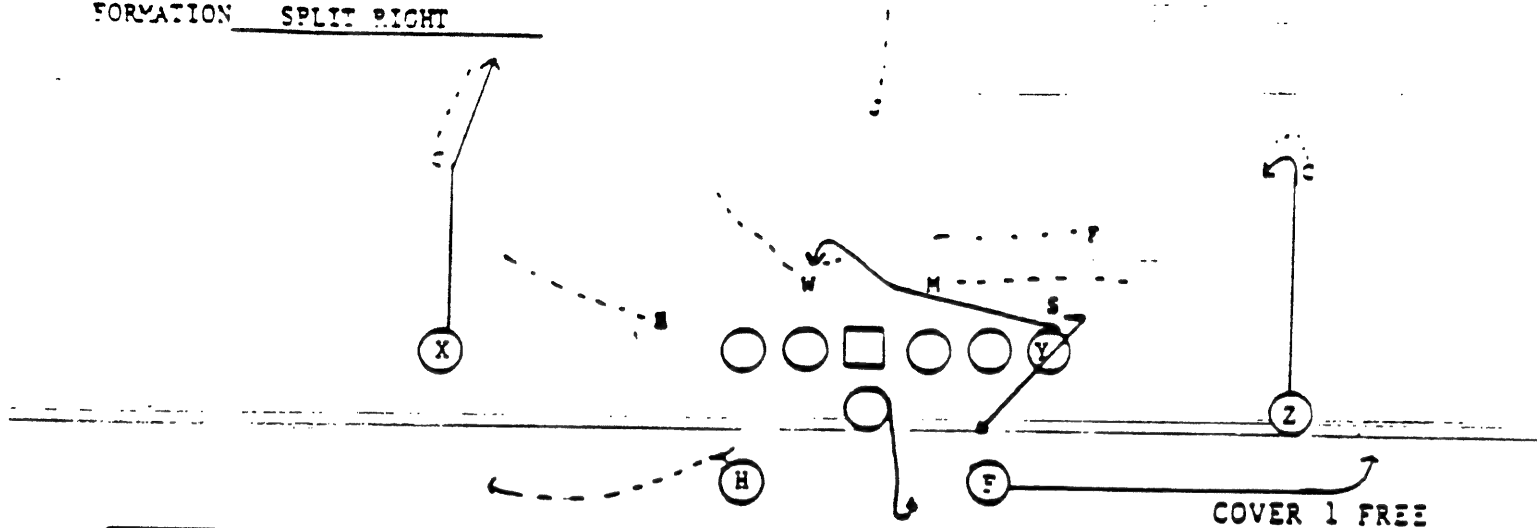
OFG

COVERED-BLOCK MAN ON. UNCOVERED
IF 3-4 BLOCK PAN. IF 4-3 BLOCK
END. IF OVER SINK - MAKE LOU OR

BLOCKING VARIATIONS DALLAS CALL IS MADE
BY OFF GUARD OR CENTER TO TELL PG OR PT



SERIES . PROTECTION SCOT PATTERN Z CET OPEN SWING CONTROL BASE
 AUDIBLE 64
 FORMATION SPLIT RIGHT



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN Z GET OPEN SWING CONTROL BASE QUARTERBACK

P.S.L. READ DROP 5 STEP

PROGRESSION Z TO FB TO Y

- C.P.s:
1. GOOD FOOTBALL PATTERN VS ALMOST ALL DEFENSES
 2. NOT GOOD VS 2 COVERAGE
 3. READ PROGRESSION

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE BASE

- C.P.s:
1. CHECK BUCK RUN BASE ROUTE
 2. CAN BE CUBS OR BEARS PROTECTION

FULLBACK - F

PROTECTION SCOT N.S.P.U. ROUTE BASE RELEASE QUICK OUTSIDE

- C.P.s:
1. N.S.P.U.
 2. RELEASE QUICK ON BASE, LOOK FOR BALL
 3. CAN BE CUBS OR BEARS PROTECTION

X

SPLIT NORMAL ROUTE 8 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s:
1. YOU CAN BECOME PRIMARY VS COVER 9

Y

SPLIT NORMAL ROUTE 2 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2. NONE

- C.P.s:
1. HEAD AND SHOULDER FAKE - RELEASE INSIDE - LOOK FOR POP
 2. GET UNDER MAC AND PUSH ACROSS AND UPFIELD TO 7 YARDS DEPTH
AT THE WEAK - GUARD - TACKLE AREA
 3. JUKE POSSIBILITIES IF WALLED OFF INSIDE

Z

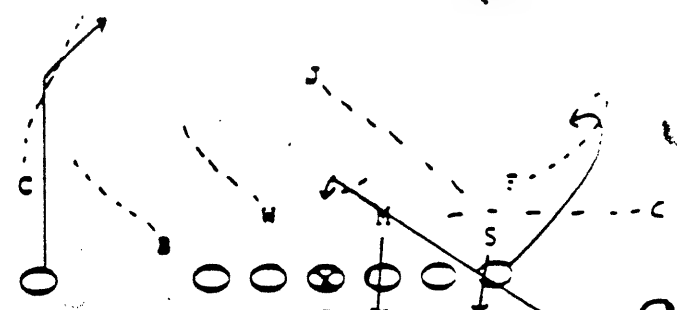
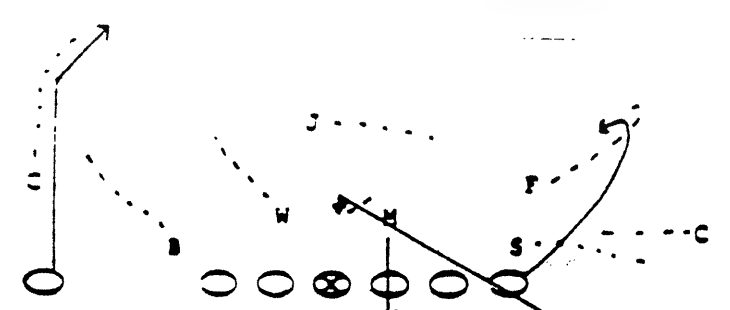
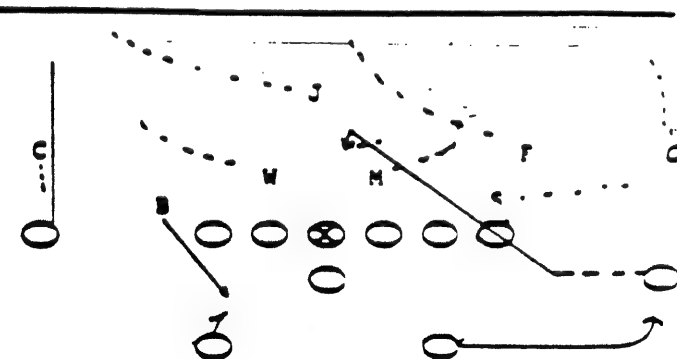
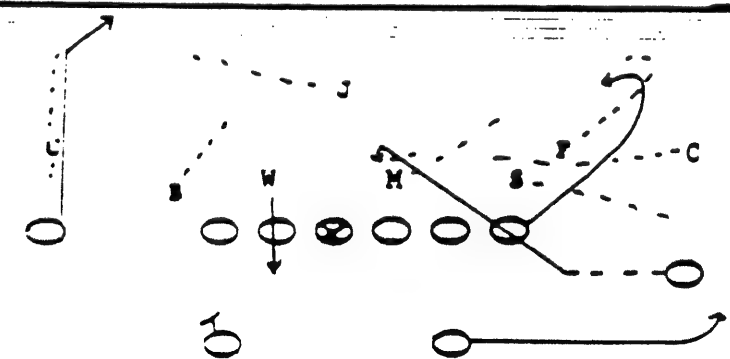
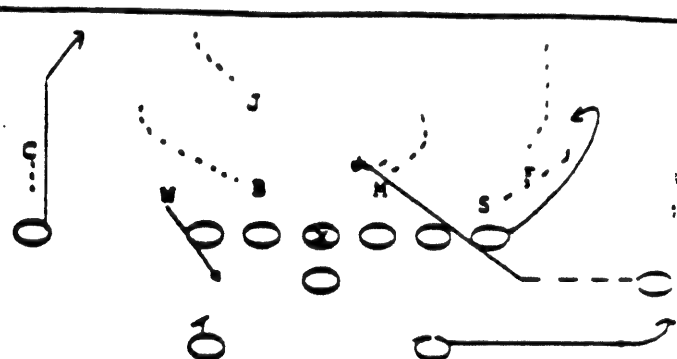
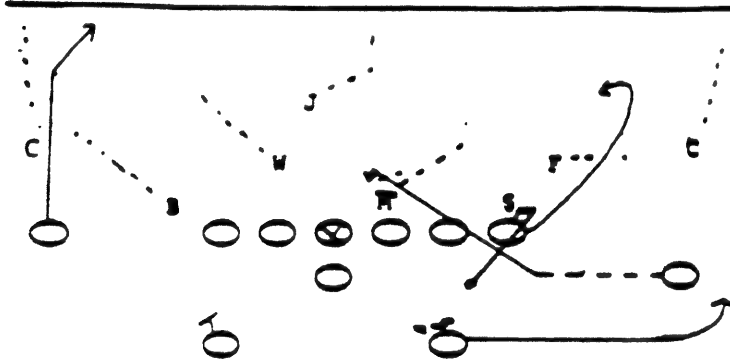
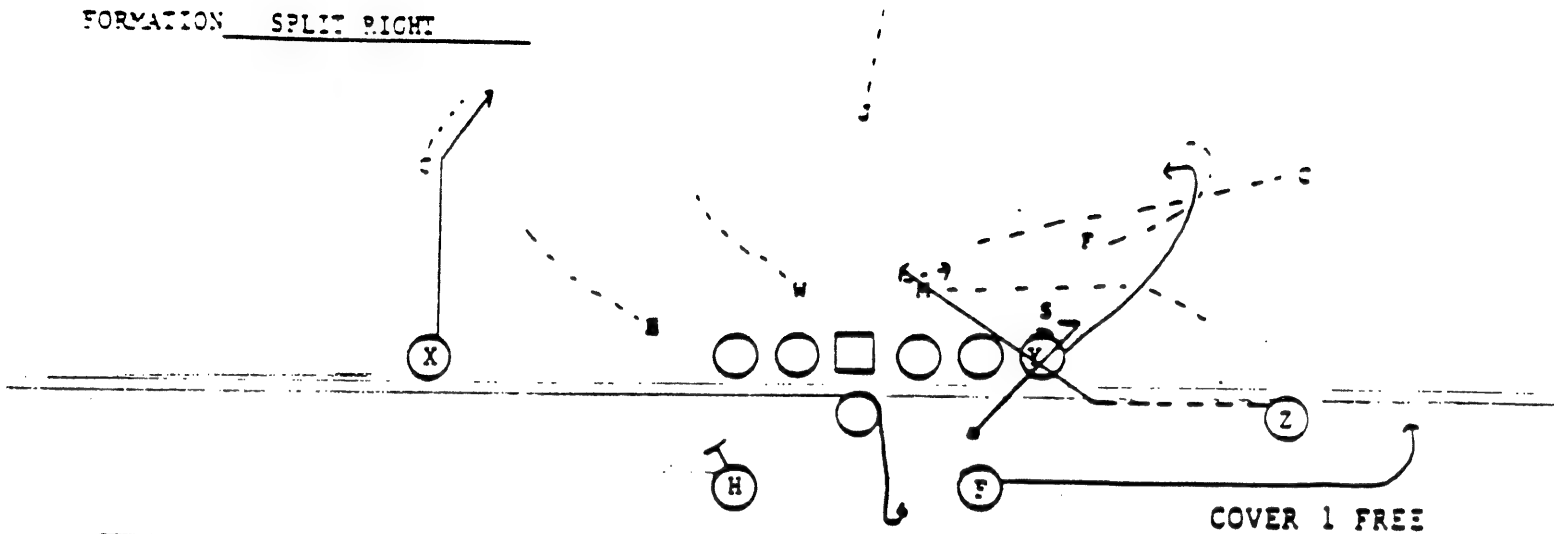
SPLIT MINIMUM ROUTE FIRM 4 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s:
1. 12 YARD 4 ROUTE WITH SHORT STICK MOVE OUTSIDE
 2. VS COVER 1 - STAY WITH ROUTE - COMEBACK TO QB
 3. VS PRESS - RUN AWAY 4 INSIDE - STICK OUTSIDE AND R.D. IS 8-10 YARDS

SERIES . PROTECTION SCOT PATTERN Y GET OPEN SWING CONTROL BASE

AUDIBLE 60

FORMATION SPLIT RIGHT



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN Y GET OPEN SWING CONTROL BASE
QUARTERBACK

P.S.L. _____ READ _____ DROP 5 STEP

PROGRESSION Z TO Y TO FB

C.P.s: 1. PATTERN BEST VS MAN COVERAGE
2. ALERT 2 HOT IF MAC AND STUB BLITZ

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV.2

HALFBACK - H

PROTECTION	S.P.U. BUCK	ROUTE	BASE

C.P.s: 1. CHECK BUCK RUN BASE ROUTE
2. CAN BE CUBS OR BEARS PROTECTION

FULLBACK - F

PROTECTION SCOT N.S.P.U. ROUTE BASE RELEASE QUICK OUTSIDE

C.P.s: 1. N.S.P.U.
2. RELEASE QUICK ON BASE, LOOK FOR BALL
3. CAN BE CUBS OR BEARS PROTECTION

X

SPLIT NORMAL ROUTE FIRM 8 RELEASE VARIABLE ADJ Vs CLEO NONE

C.P.s: 1. YOU MAY BECOME PRIMARY VS COVER 9

Y

SPLIT NORMAL ROUTE GET OPEN RELEASE OUTSIDE ADJ Vs CLEO

ADJ. VS. COV. 2: NONE

C.P.s:

1. MUST GET WIDTH ON OUTSIDE RELEASE WHILE PUSHING UPFIELD TO 10 YARDS - TURN INSIDE - READ COVERAGE.
2. MUST BE AWARE OF CREATING OPEN LANE FOR Z VS PRESS WITH YOUR OUTSIDE RELEASE.

2

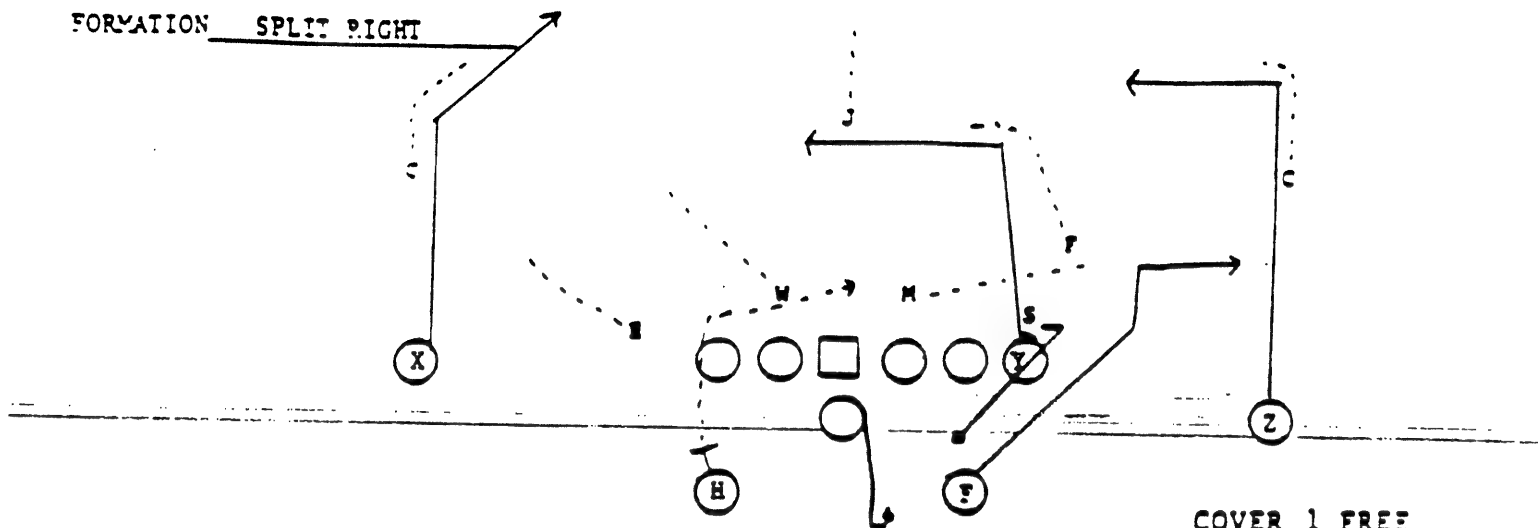
SPLIT MINIMUM ROUTE MIDDLE 2 RELEASE INSIDE ADJ Vs CLEO NONE

C.P.s: 1. PUSH UPFIELD THEN COME UNDERNEATH THE RELEASE OF Y - USE HIM TO GET CLEAR CROSSING LANE VS MAN COVERAGE - POSSIBLE JUKE

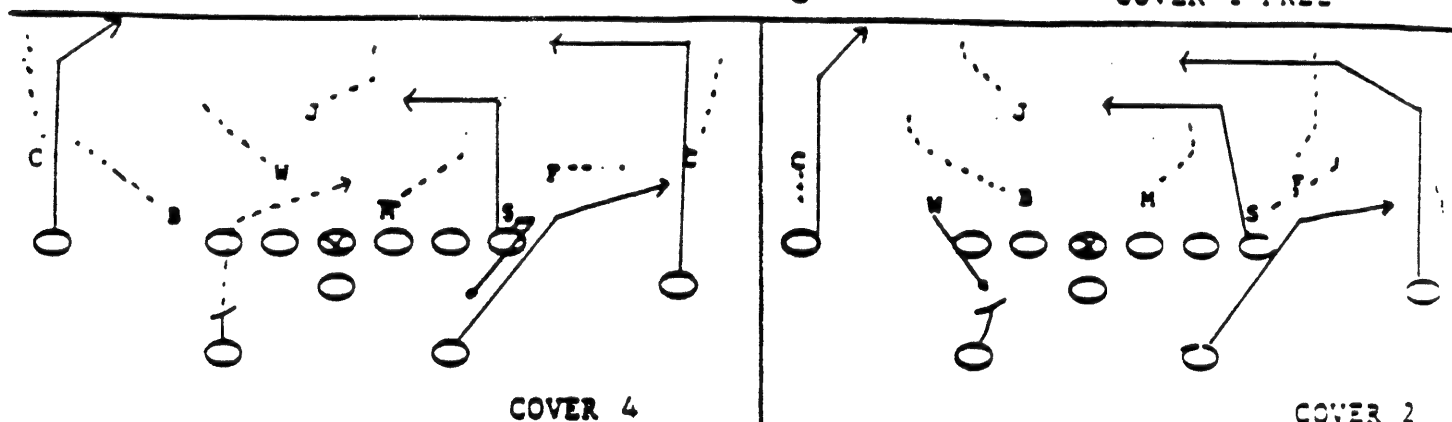
SERIES 1 PROTECTION SCOT PATTERN 866 SWING CONTROL F FLAT IN

AUDIBLE

FORMATION SPLIT RIGHT

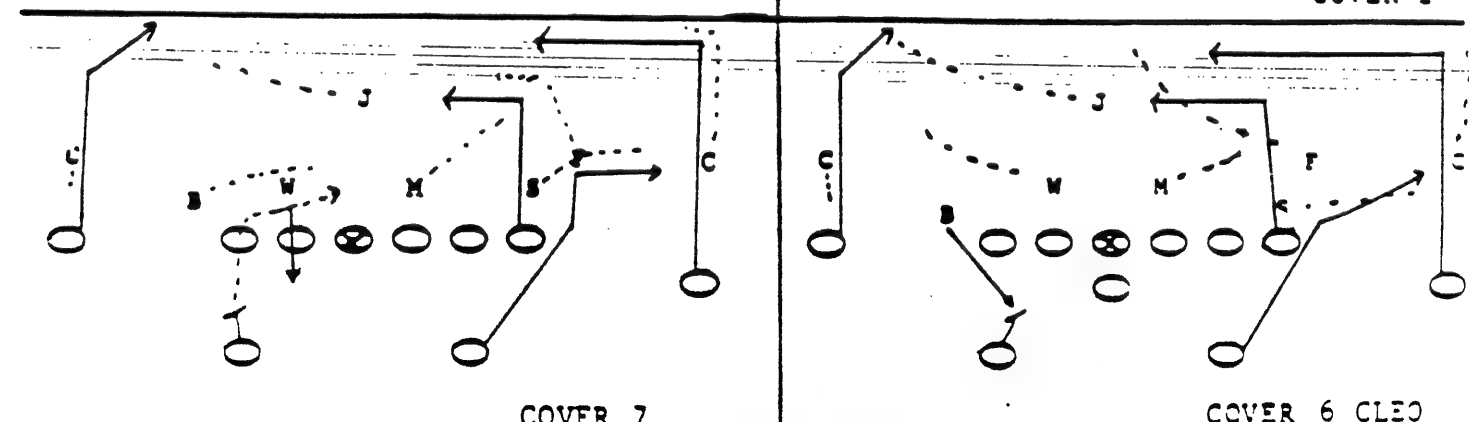


COVER 1 FREE



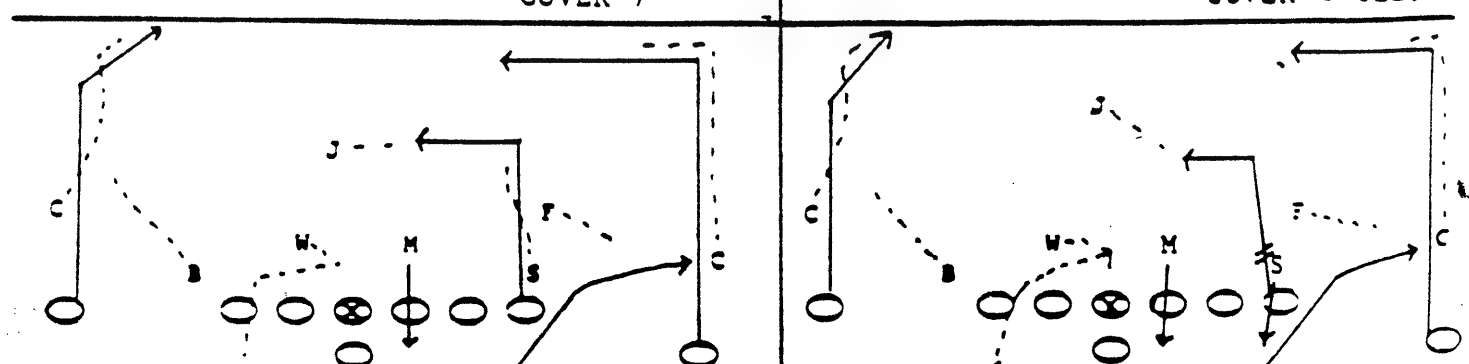
COVER 4

COVER 2



COVER 7

COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN 866 SWING CONTROL F-FLAT-IN
QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 7 STEP

PROGRESSION Z TO FB

- C.P.s: 1. JILL IN CENTERFIELD OR WEAKSIDE, THINK STRONG
2. JILL ON Y GO TO X
3. ON 2 COVERAGE Z WILL BE HIT MORE OVER FOOTBALL

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE _____ IN _____

- C.P.s: 1. CHECK BUCK
2. RUN IN ROUTE
3. MUST BE MORE CONSISTENT ON THE "IN ROUTE"

FULLBACK - F

PROTECTION SCOT N.S.P.U. ROUTE FLAT RELEASE OUTSIDE

- C.P.s: 1. YOU HAVE FREE RELEASE
2. RUN FLAT ROUTE
3. APPLY MAN ZONE TECHNIQUE

X

SPLIT NORMAL ROUTE 8 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. BREAK AT 12 - 15 YARDS
2. CAN BE PRIMARY VS COVER 9 OR IF JILL SETTLES ON 6 ROUTE.

Y

SPLIT NORMAL ROUTE 6 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. B.P. AT 10 - 12 YARDS - LOOK FOR POP PASS
2. CAN GO UNDER OR ON TOP OF LB'ers
3. MUST KEEP COMING ACROSS FIELD TO WEAK TACKLE AREA BEFORE PULLING UP IN
4. VS PRESS CONVERT TO RUN AWAY 4 AT 10 YARDS.

Z

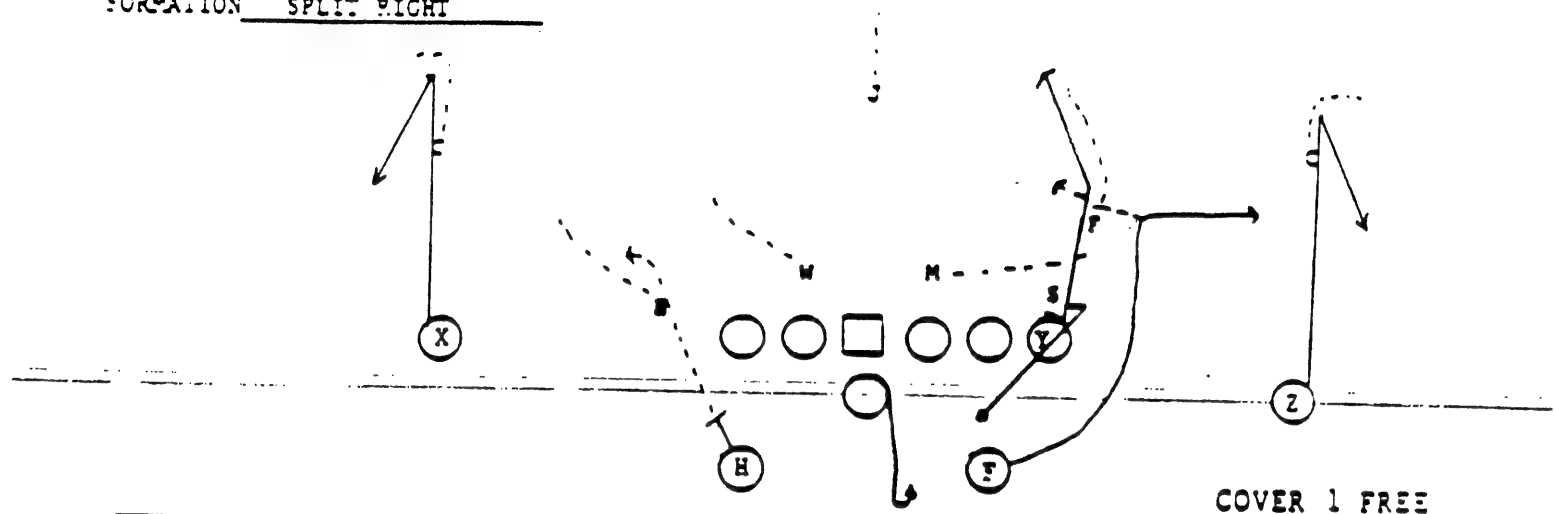
SPLIT MAXIMUM ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. CONVERT TO POST - IN 6 ROUTE VS COVER 2
2. PUSH VERTICAL VS CLEO
3. MAKE GOOD BURST UPFIELD BEFORE B.P. AT 18 YARDS

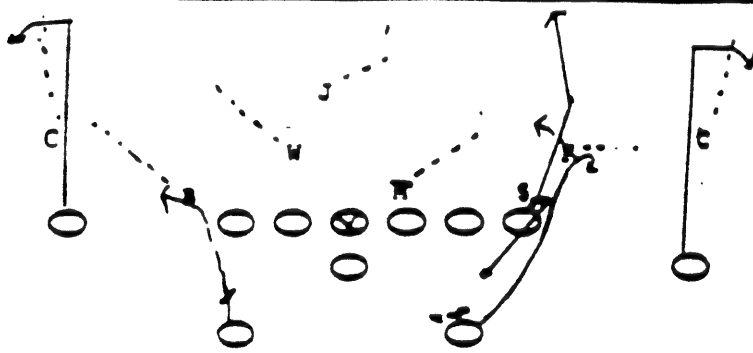
SERIES : PROTECTION SCOT PATTERN 595 SWING CONTROL F OPTION

AUDIBLE 65

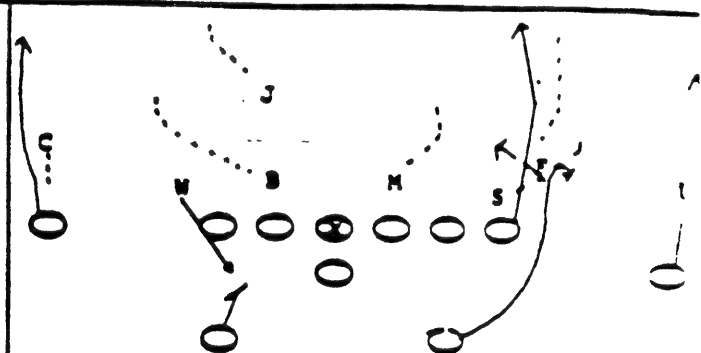
FORMATION SPLIT RIGHT



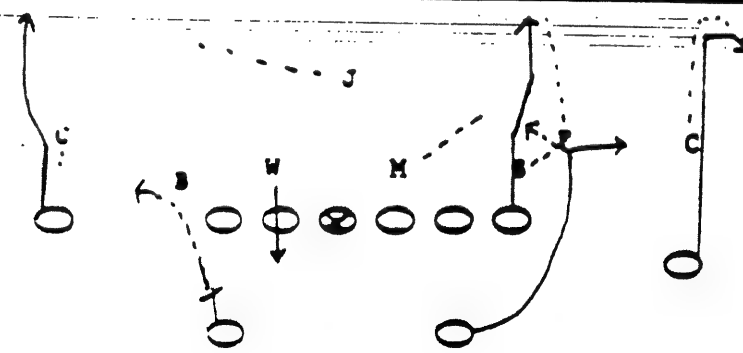
COVER 1 FREE



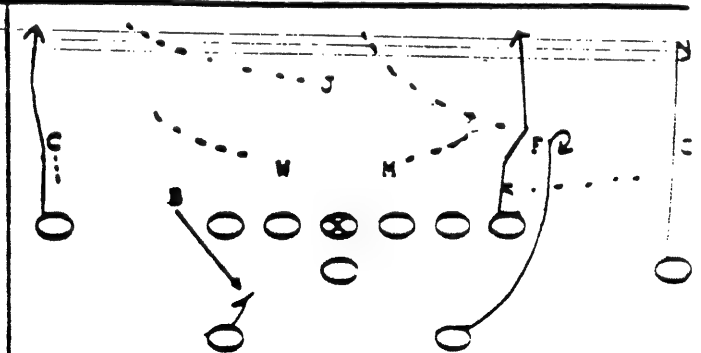
COVER 4



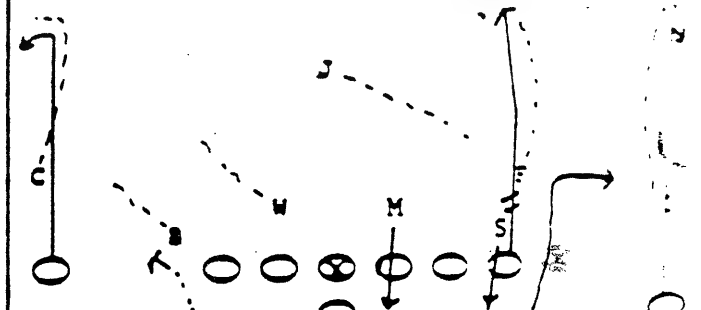
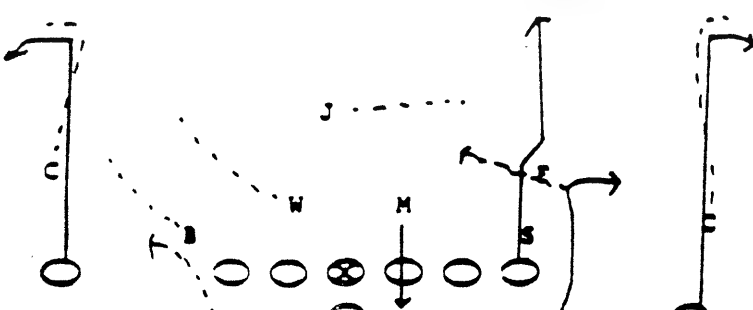
COVER 2



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN 595 SWING CONTROL F-OPTION-F
QUARTERBACK -----

P.S.L. _____ READ SAFETIES _____ DROP 7 STEP

PROGRESSION F TO Z

- C.P.s: 1. USED WHEN LB'er COVERS FB & WHEN LB'ers TAKE DEEP DROP
2. QB BE READY TO PLANT & THROW ON 7th STEP

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE FLAT

- C.P.s: 1. CHECK BUCK ON THE MOVE
2. RUN FLAT ROUTE

FULLBACK - F

PROTECTION SCOT N.S.P.U. ROUTE _____ OPTION _____ RELEASE OUTSIDE

- C.P.s: 1. YOU HAVE FREE RELEASE, RUN OPTION ROUTE
2. ALL OPTION TECHNIQUE APPLY

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ

- C.P.s: 1. MUST HAVE GREAT BURST PRIOR TO B.P. AT 18 YARDS
2. COMEBACK HARD OUTSIDE TO FOOTBALL
3. VS PRESS - PRESSURE THE CORNER TO 15 YARDS - THEN BREAK OUT

Y

SPLIT NORMAL ROUTE 9 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. STAY UPFIELD AND IN SEAM VS MIDDLE SAFETY
2. COVER 2 - STAY UPFIELD THROUGH FRANK
3. LOOK FOR POP VS MAC-STUB DOG

Z

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ

- C.P.s: 1. SAME AS X COACHING POINTS ABOVE

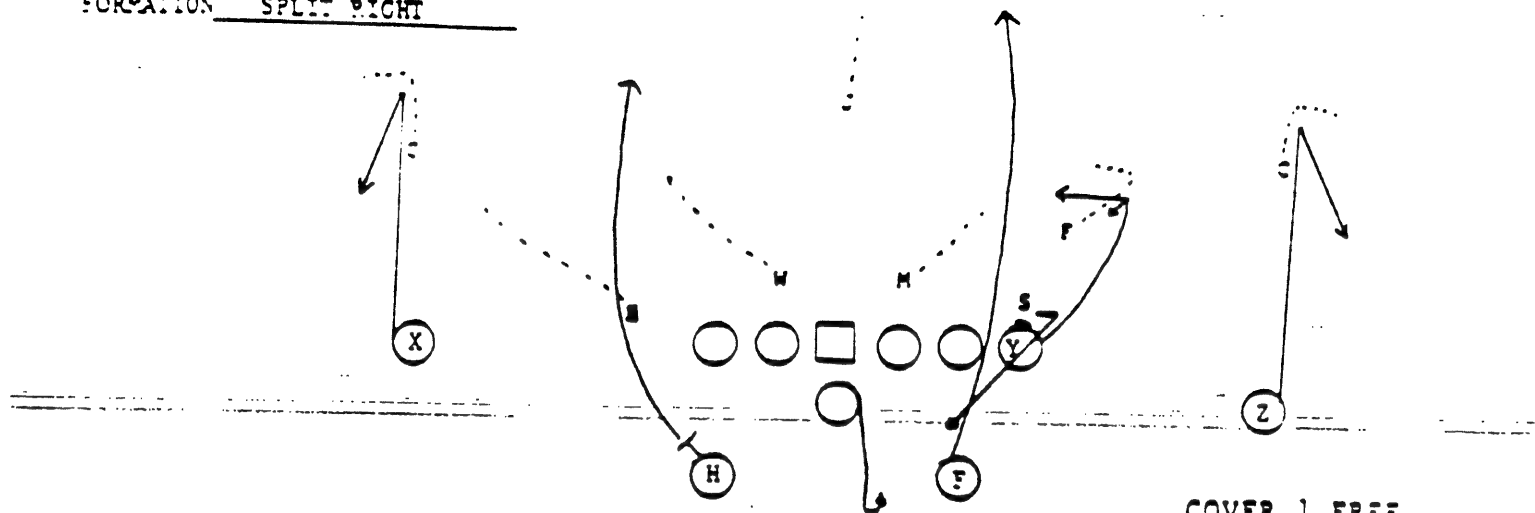
SERIES . PROTECTION SCOT

PATTERN: 555 Y DELAY

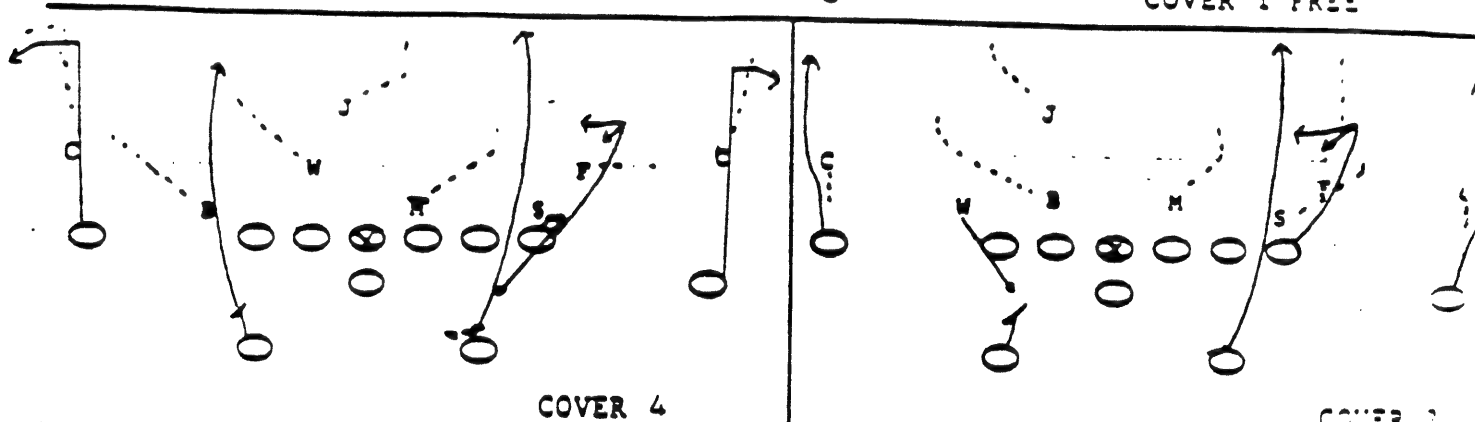
SWING CONTROL UP

AUGUST 1954

FORMATION SPLIT RIGHT

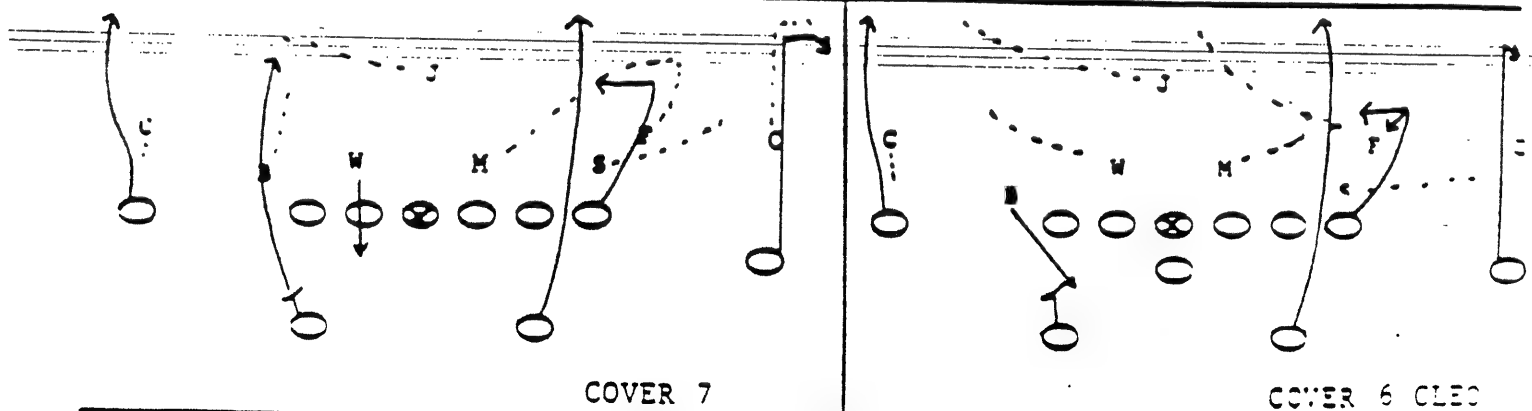


COVER 1 FREE



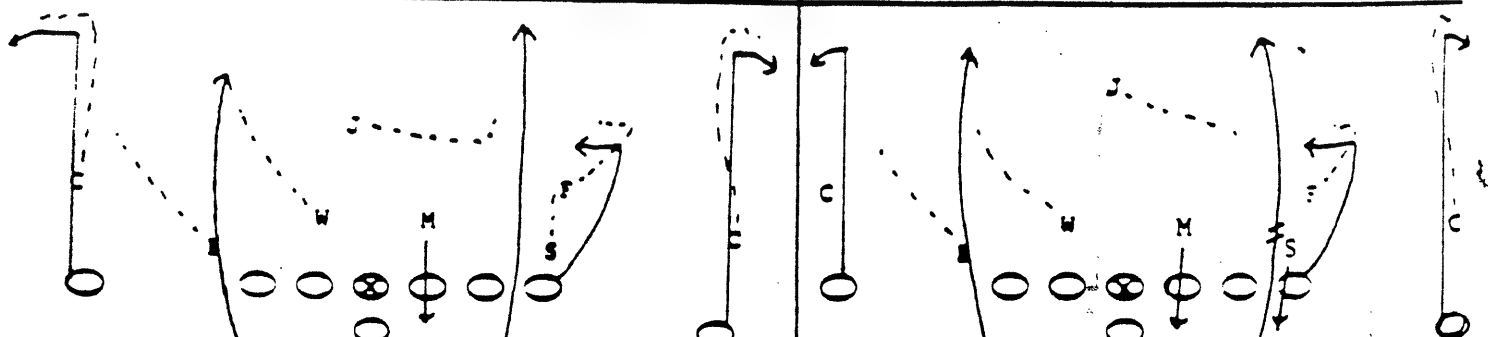
COVER 4

COVER 2



COVER 7

COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN 555Y DELAY SWING CONTROL UP

QUARTERBACK

P.S.L. READ SAFETIES DROP 7 STEP

PROGRESSION Y

- C.P.s: 1. FB HOT IN THE EVENT OF MAC & STUB DOG
2. USE AGAINST CLUBS WHO PLAY A LOOSE ZONE
3. ALERT TO HIT Y ON MOVE IF MAN COVERAGE

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE UP

- C.P.s: 1. CHECK BUCK
2. RUN UP ROUTE TRYING TO INFLUENCE THE BUCK OR WILL BACKER TO DEEPEN THEIR DROP.

FULLBACK - F

PROTECTION N.S.P.U. ROUTE UP RELEASE INSIDE

- C.P.s: 1. IF MAC DOGS BE ALERT FOR POP. NO DOG, RUN UP ROUTE
2. IF YOU HAVE A CHOICE FORCE COVERAGE TO TURN AWAY FROM Y.

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. MUST HAVE GREAT BURST PRIOR TO B.P. AT 18 YARDS
2. COME BACK HARD OUTSIDE TO FOOTBALL
3. VS PRESS - PRESSURE THE CORNER TO 15 YARDS - THEN BREAK OUT

Y

SPLIT NORMAL ROUTE DELAY RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. RELEASE OUTSIDE GAINING WIDTH AND DEPTH AT THE SAME TIME. AT THE BREAKING POINT - 7-8 YARDS - READ COVERAGE.
2. IF YOU ARE IN VOID OF ZONE - HOOK UP IN HOLE
3. IF YOU DON'T GET BALL, START FLAT ACROSS MIDDLE TO OPEN AREA
4. VS MAN - BREAK HARD ACROSS FIELD - POSSIBLE ZUKE

Z

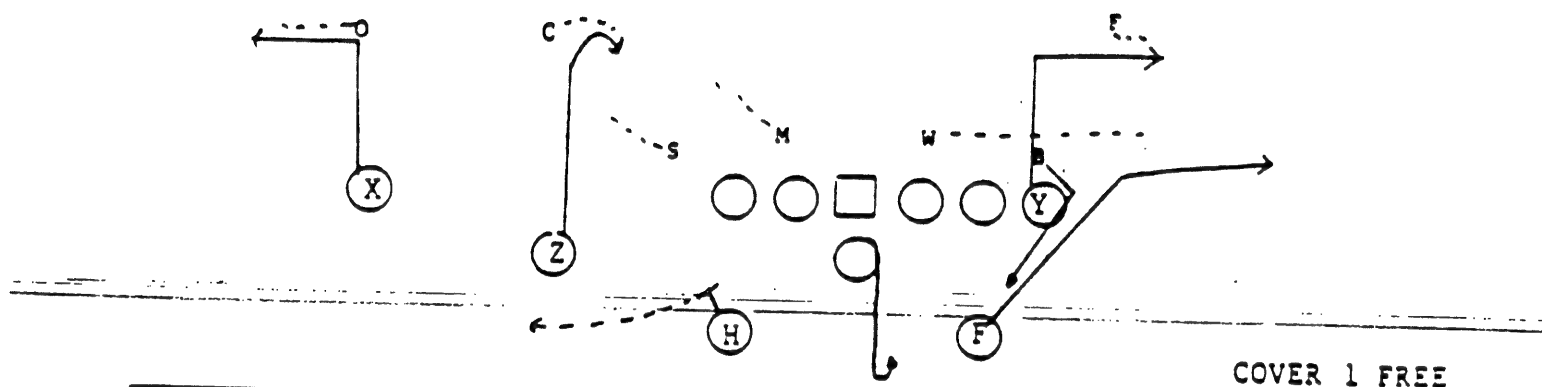
SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. SAME AS X COACHING POINTS ABOVE

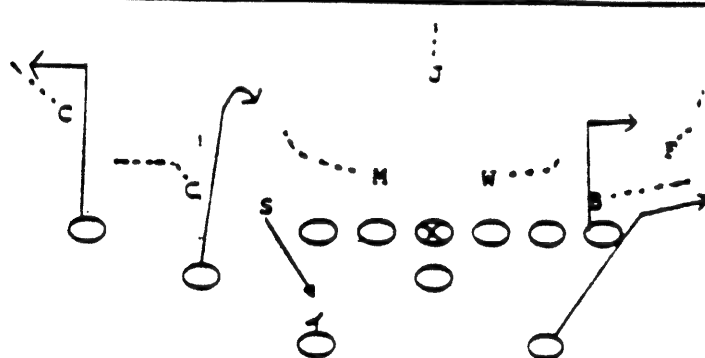
SERIES & PROTECTION SCOT PATTERN 343 SWING CONTROL F ARROW

AUDIBLE

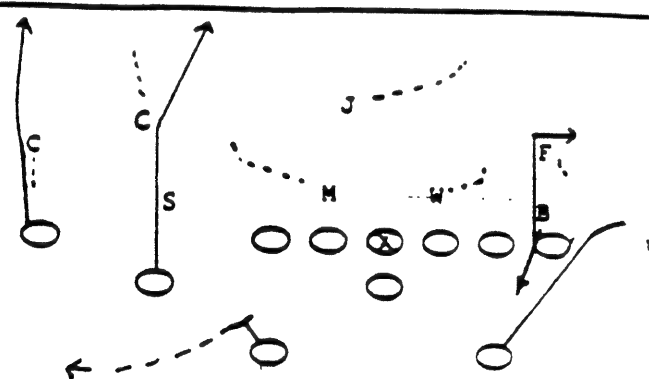
FORMATION SPLIT RIGHT OVER



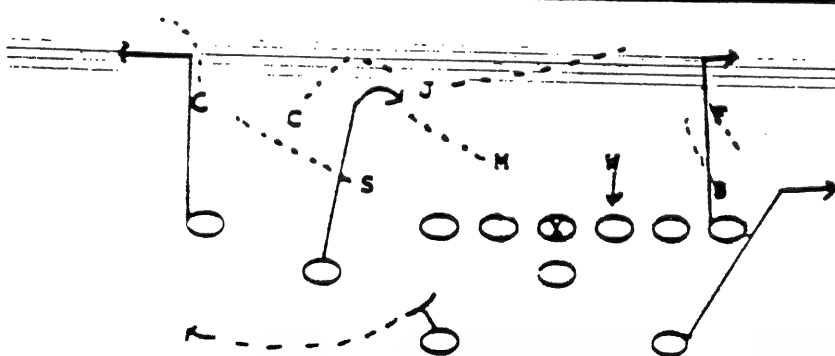
COVER 1 FREE



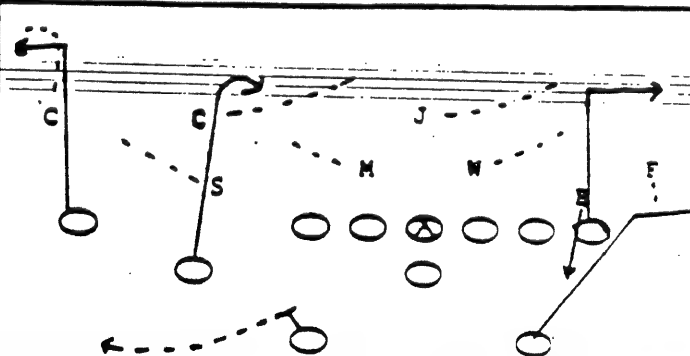
COVER 4



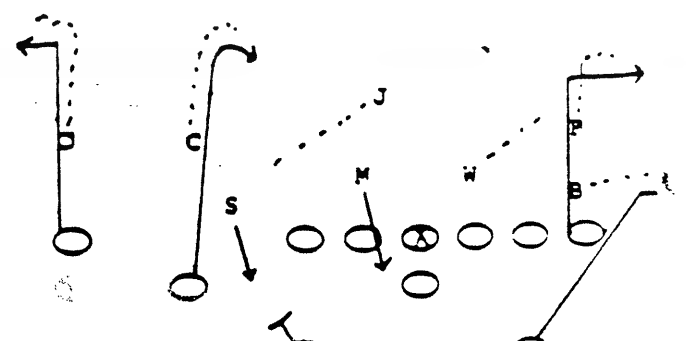
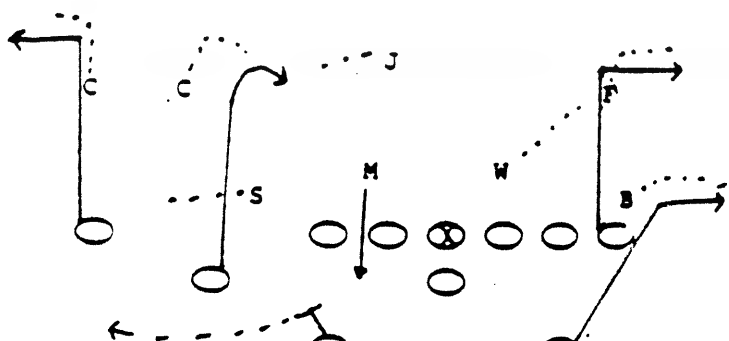
COVER 2 MINNESOTA



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN 343 SWING CONTROL F-ARROW
QUARTERBACK

P.S.L. _____ READ JILL DROP 5 STEP

PROGRESSION Y TO FB

- C.P.s: 1. ALERT TO HIT Y ON BREAK
2. IF BUC TAKES DEEP DROP FB OPEN IMMEDIATELY
3. PATTERN BEST WHEN JILL IN CENTERFIELD OR GOING STRONG

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S. P. U. BUCK ROUTE _____ CK. BASE _____

- C.P.s: 1. CHECK BUCK
2. N/T RUN BASE

FULLBACK - F

PROTECTION SCOT N.S.P.U. ROUTE ARROW RELEASE OUTSIDE

- C.P.s: 1. DRIVE AT STUB RUN ARROW
2. I STUB DOGS LOOK FOR BALL, YOU MAY BE HOT
3. YOU HAVE FREE RELEASE

X

SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. DRIVE QUICKLY AT CORNER - USE SPEED TURN AT B. P. OF 11 YARDS -
GET HEAD AROUND QUICKLY
2. VS COVER 2 - ZONE ADJUST

Y

SPLIT NORMAL ROUTE 3 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. LOOK FOR POP ON RELEASE
2. SEEK PRESSURE ON INSIDE LB'ER AND RUSH UPFIELD 8-10 YDS.
3. DON'T LET HIM RUN UNDERNEATH YOU
4. SETTLE IN VOID VS. ZONE - ACCELERATE OUTSIDE VS MAN

Z

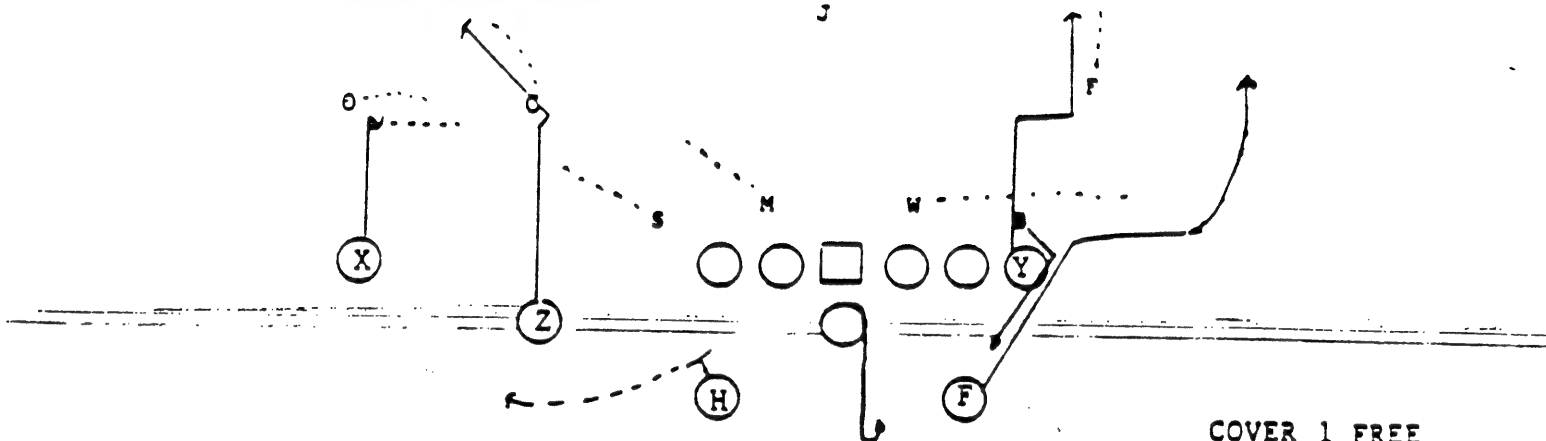
SPLIT NORMAL ROUTE FIRM 4 RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.s: 1. RUN INSIDE 4 AT A DEPTH OF 10-12 YARDS
2. SLIDE AND FIND THE VOID VS ZONE
3. CONVERT TO MIDDLE 8 VS. COVER 2

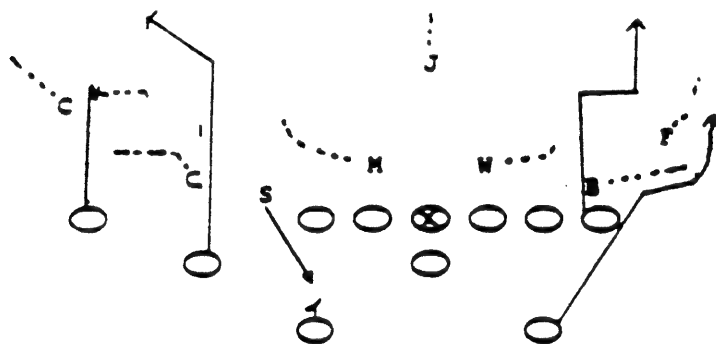
SERIES & PROTECTION SCOT PATTERN 372 GO SWING CONTROL F SHOOT

AUDIBLE _____

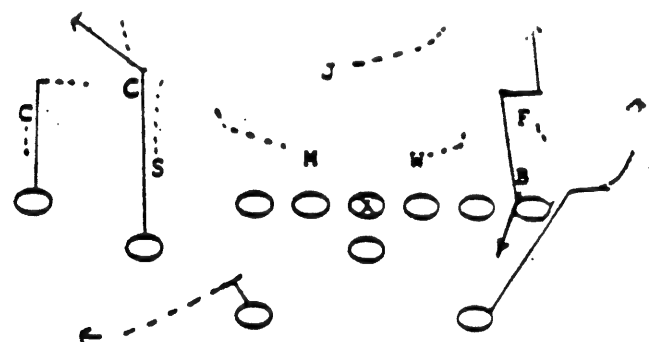
FORMATION SPLIT RIGHT OVER



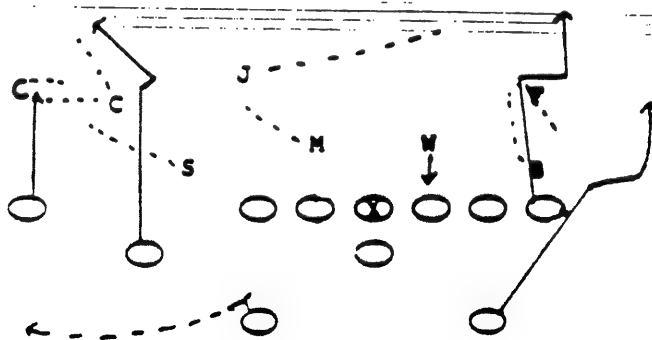
COVER 1 FREE



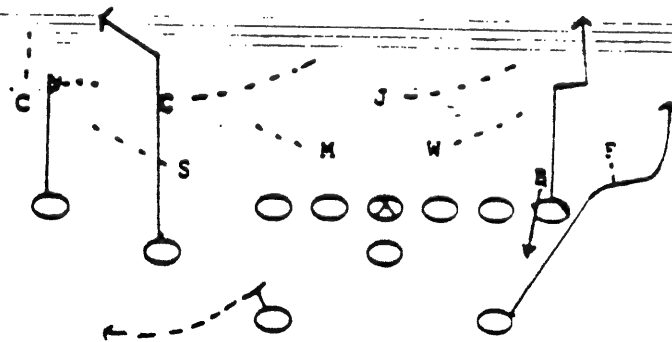
COVER 4



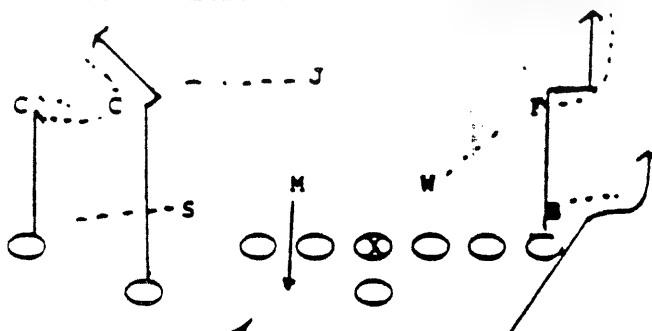
COVER 2 MINNESOTA



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN 372 GO SWING CONTROL F-SHOOT

QUARTERBACK

P.S.L. _____ READ _____ DROP 3 STEP

PROGRESSION Y TO FB

- C.P.s: 1. USED WHEN JILL GOING TO CENTERFIELD OR STRONG
& WILL COMING HARD TOWARDS Y
2. GOOD PUMP FAKE ON 3 ROUTE

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S. P. U. STUB ROUTE _____ CK. BASE _____

- C.P.s: 1. CHECK STUB. NO DOG RUN BASE

FULLBACK - F

PROTECTION SCOT N.S.P.U. ROUTE SHOOT RELEASE OUTSIDE

- C.P.s: 1. YOU HAVE FREE RELEASE
2. IF BUCK DOGS LOOK FOR BALL ON ARROW MOVE, YOU MAY BE HOT
3. NO DOG RUN SHOOT

X

SPLIT NORMAL ROUTE 2 DELAY RELEASE DELAY ADJ Vs CLEO INSIDE

- C.P.s: 1. MISS COUNT - THEN PUSH UPFIELD 7 YARDS
2. VS ZONE - HOOK IN THE OPEN AREA - MAY WORK INSIDE
3. VS MAN - ACCELERATE INSIDE TO VOIDED AREA
4. USE JUKE IF INSIDE WALLED OFF

Y

SPLIT NORMAL ROUTE 3 GO RELEASE INSIDE ADJ Vs CLEO NONE

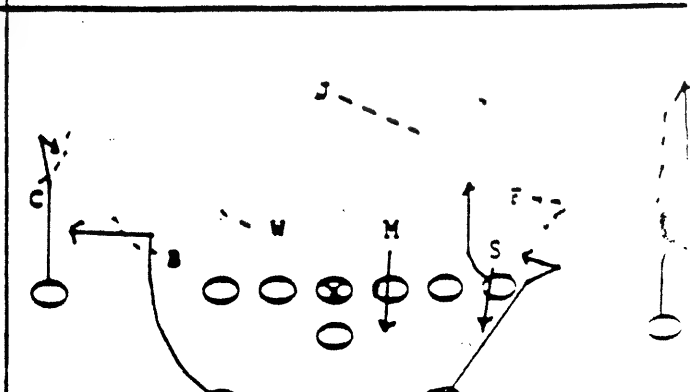
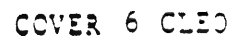
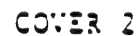
ADJ. VS. COV. 2: NONE

- C.P.s: 1. LOOK FOR POP ON RELEASE
2. SEEK PRESSURE ON INSIDE LB'ER AND PUSH UPFIELD 8 YARDS
3. BREAK OUT FOR 3 HARD STEPS, THEN BREAK UPFIELD AT PROPER
INSIDE ANGLE. APPROXIMATELY 45°

Z

SPLIT NORMAL ROUTE 7 RELEASE OUTSIDE ADJ Vs CLEO NONE

- C.P.s: 1. RELEASE OUTSIDE AND PUSH VERTICAL FOR 10-12 YARDS
2. BREAK TO SIDELINE AT 45° ANGLE AS GENERAL RULE
3. VS COVER 2 - SPLIT SEAM - STAY HIGH VS 1/3 COVERAGE



i

QUARTERBACK

PROGRESSION Y AND FB

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV.2 _____

HALFBACK - H

C.P.s: 1. CHECK BUCK.
2. NO DOG RUN FLAT ROUTE.
3. MAKE MAN ZONE ADJ.

FULLBACK - F

C.P.s: 1. FREE RELEASE.
2. RUN ANGLE ROUTE.
3. Y HAS THE SCOT POP.

X

C.P.s: 1. MAKE GOOD UPFIELD BURST BEFORE B.P. AT 15 YARDS.
2. ALL NORMAL 4 ROUTE PROPERTIES IN EFFECT.

Y

ADJ. VS. COV. 2: NONE

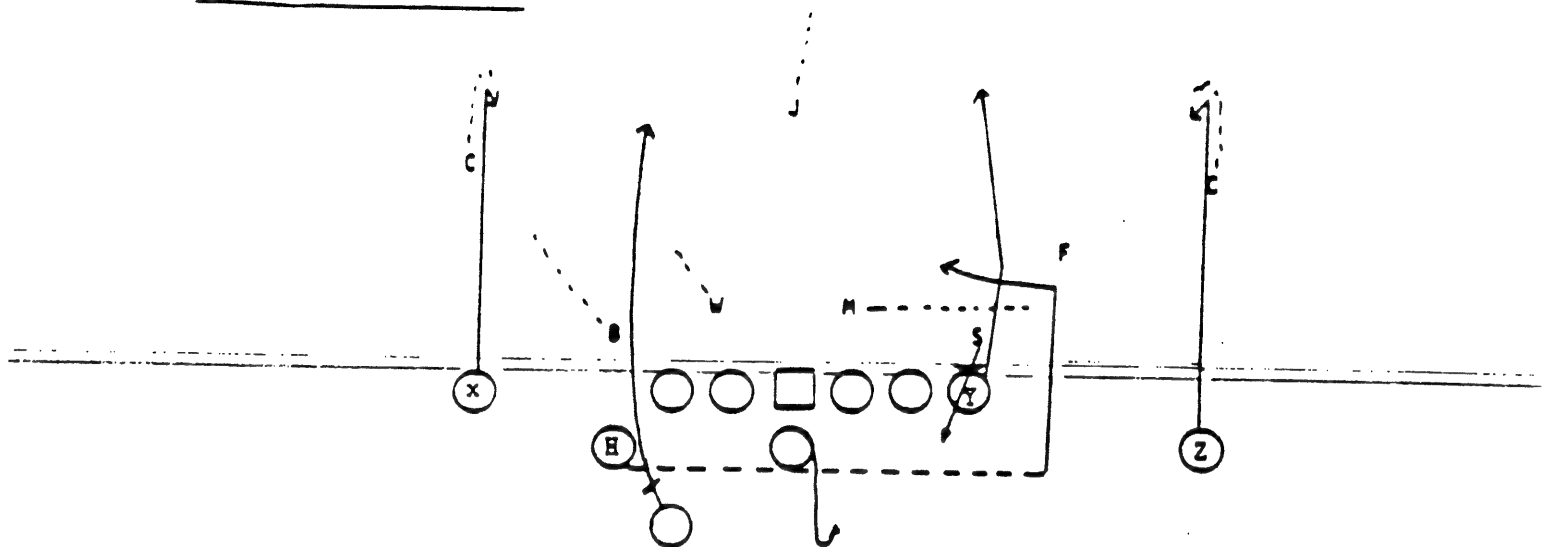
$$Z$$

C.P.s: 1. SPRINT AT CORNER AND MAKE DECISION BY 12 YARDS IF YOU ARE GOING INSIDE OR OUTSIDE HIM.

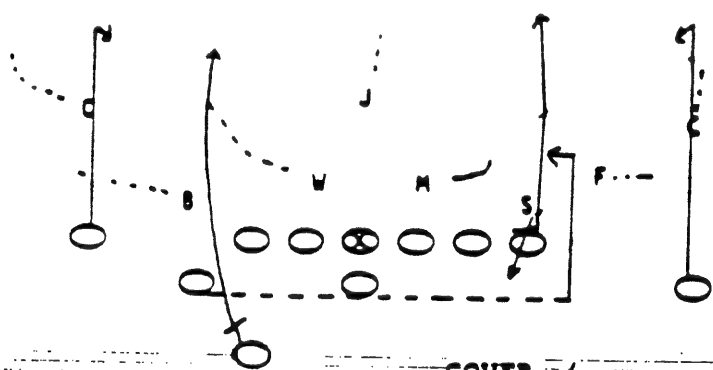
SERIES 6 PROTECTION SCOT PATTERN 494 SWING CONTROL H DELAY UP

AUDIBLE

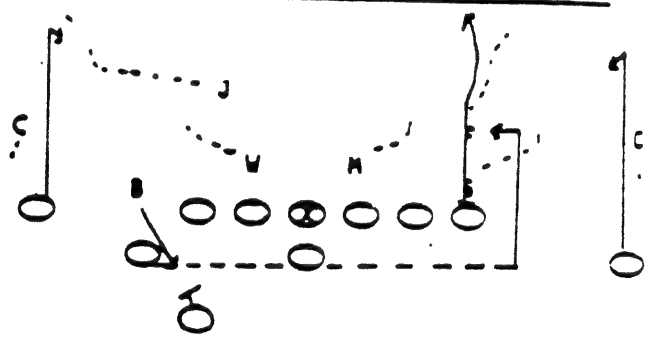
FORMATION TREY RIGHT MOTION



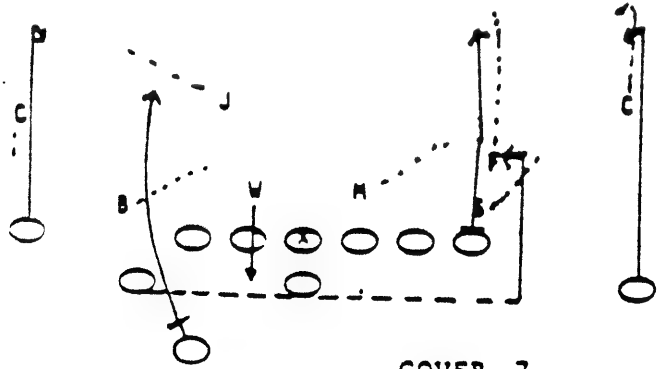
COVER 1 FREE



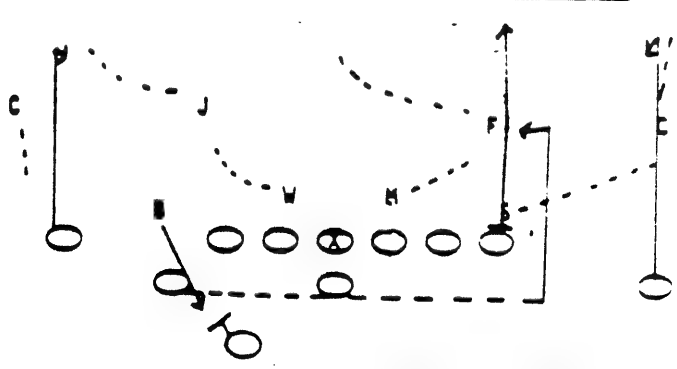
COVER 4



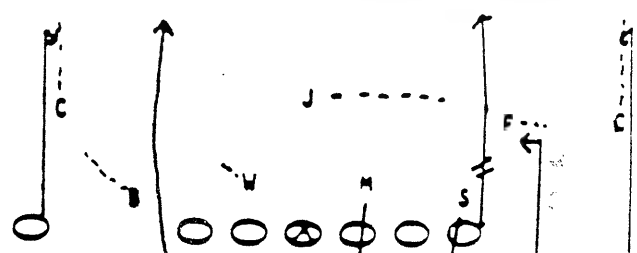
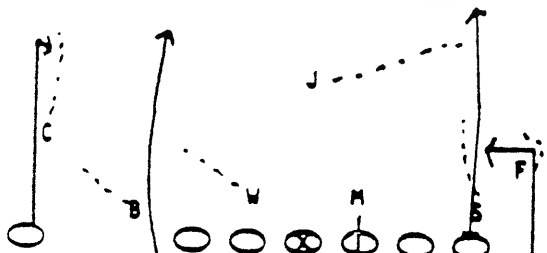
COVER 2



COVER 7



COVER 6 CLEO



COACHING POINTS

2

SERIES & PROTECTION SCOT PATTERN 494 SWING CONTROL H-DELAY-UP
QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 7 STEP

PROGRESSION H

- C.P.s:
1. Y HOT IF MAC & STUB BLITZ.
 2. USED AGAINST CLUBS WHO PLAY LOOSE ZONE.
 3. ALERT TO HIT H ON MOVE IF MAN COVERAGE.

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N. S. P. U. ROUTE _____ DELAY _____

- C.P.s:
1. ~~MAY BE HOT VS DOG~~
 2. ON MOTION BE 4 YARDS OUTSIDE OF Y.
 3. ON DELAY MAKE SURE YOU COME UNDER ALL LINEBACKERS.

FULLBACK - F

PROTECTION S. P. U. BUCK ROUTE UP RELEASE OUTSIDE

- C.P.s:
1. MOVE OVER TO H.B. POSITION
 2. CK BUCK
 3. RUN UP ROUTE

X

SPLIT MAX ROUTE 4 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s:
1. B. P. IS 15 YARDS.
 2. ALL NORMAL 4 ROUTE PROPERTIES IN EFFECT.

Y

SPLIT NORMAL ROUTE 9 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s:
1. CHECK POP ON RELEASE
 2. GOOD STICK MOVE OUTSIDE BEFORE BREAK TO POST VS. COVER 2.

Z

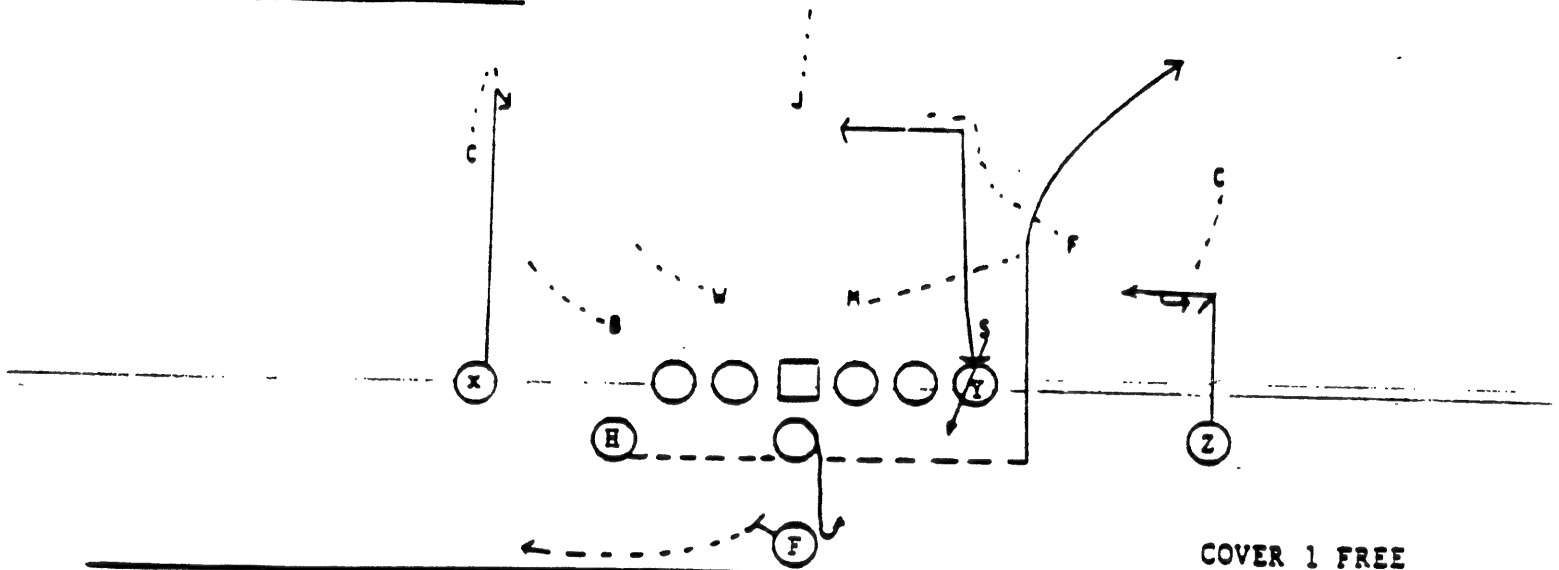
SPLIT MAX ROUTE 4 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s:
1. B. P. IS 15 YARDS.
 2. ALL NORMAL 4 ROUTE PROPERTIES IN EFFECT.

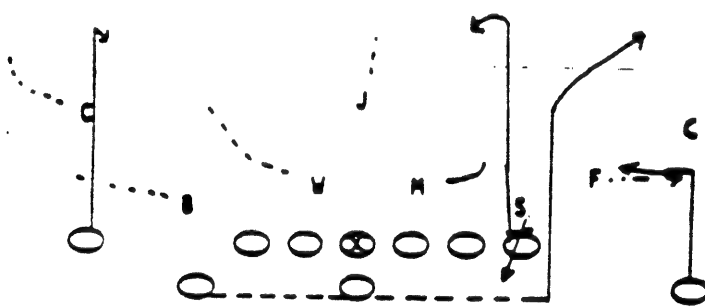
SERIES & PROTECTION SCOT PATTERN 482 SWING CONTROL H FLAG

ALDIBLE

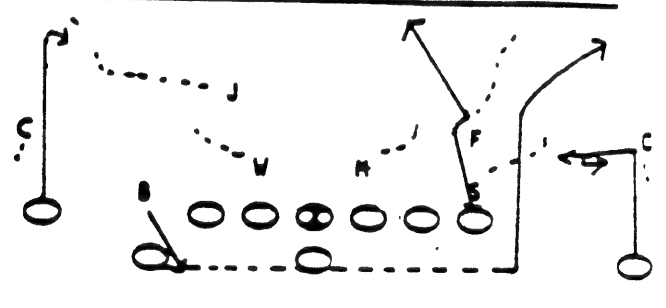
FORMATION TREY RIGHT MOTION



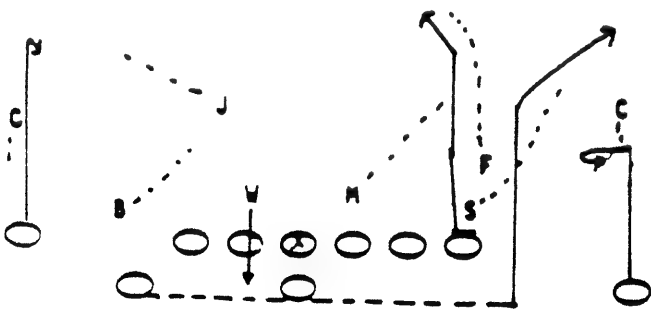
COVER 1 FREE



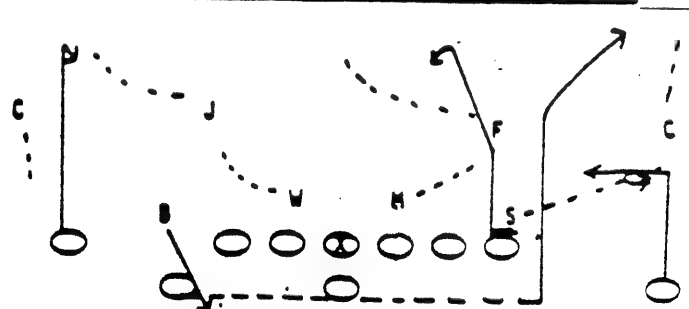
-COVER 4



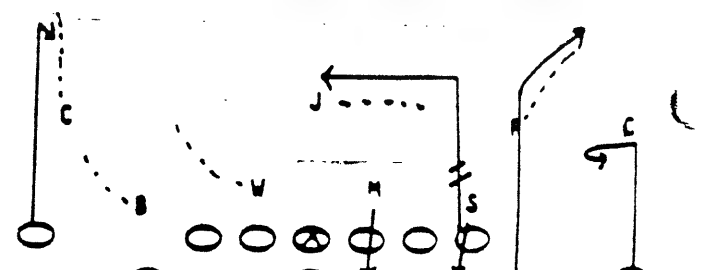
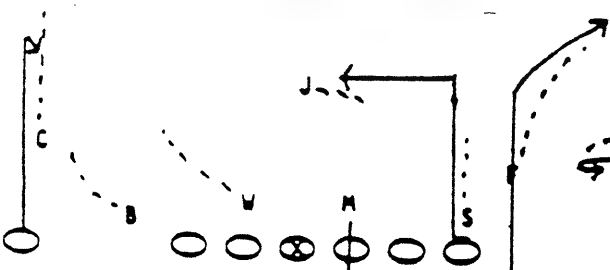
COVER 2



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION SCOT PATTERN 482 SWING CONTROL H-FLAG

QUARTERBACK

P.S.L. READ SAFETIES DROP 7 STEP

PROGRESSION H TO Z TO Y

- C.P.s: 1. WORK H FLAG & 2 COMBINATION ON STRONG SIDE
2. ALERT FOR 8 ADJUSTMENTS BY Y

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. ROUTE FLAG

- C.P.s: 1. READ STRONG CORNER AND EXPAND FRANK BY THREATENING THE SEAM, ONCE THE CORNER SQUATS EXECUTE 7 FLAG ROUTE.
2. BEAT FRANK VS MAN COVERAGE

FULLBACK - F

PROTECTION S.P.U. BUCK ROUTE BASE RELEASE OUTSIDE

C.P.s:

X

SPLIT NORMAL ROUTE 4 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. B.P. IS 15 YARDS
2. ALL NORMAL 4 ROUTE PROPERTIES IN EFFECT

Y

SPLIT NORMAL ROUTE 8 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s: 1. CHECK POP ON RELEASE
2. ALL NORMAL MIDDLE 8 PROPERTIES IN EFFECT

Z

SPLIT MAX ROUTE 2 DELAY RELEASE DELAY ADJ Vs CLEO INSIDE

- C.P.s: 1. ALL NORMAL 2 DELAY PROPERTIES IN EFFECT
2. POSSIBLE JUKE

SERIES & PROTECTION SCOT

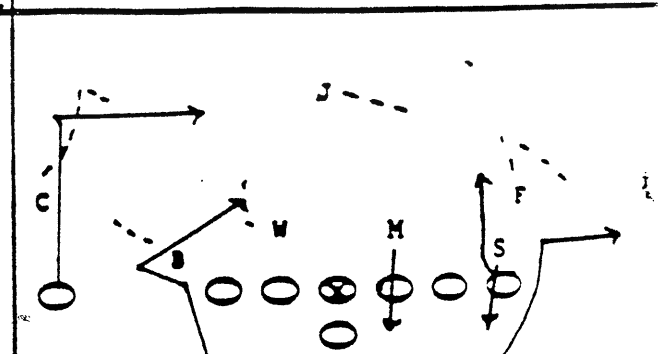
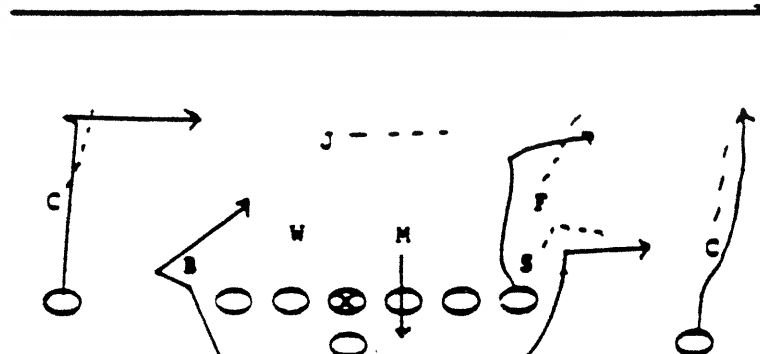
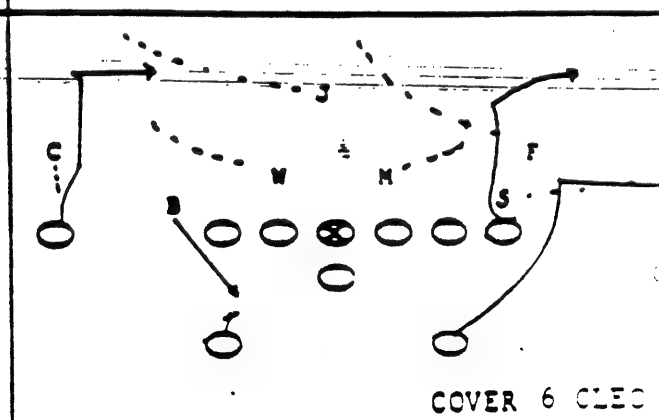
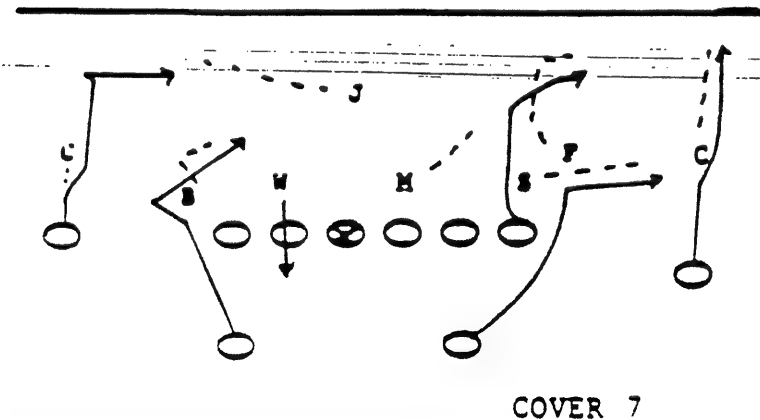
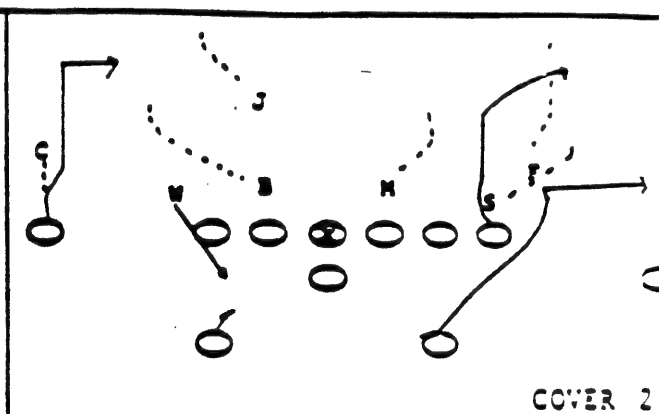
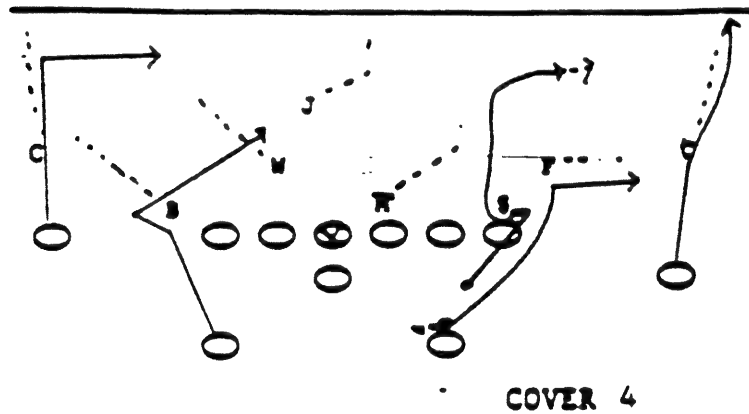
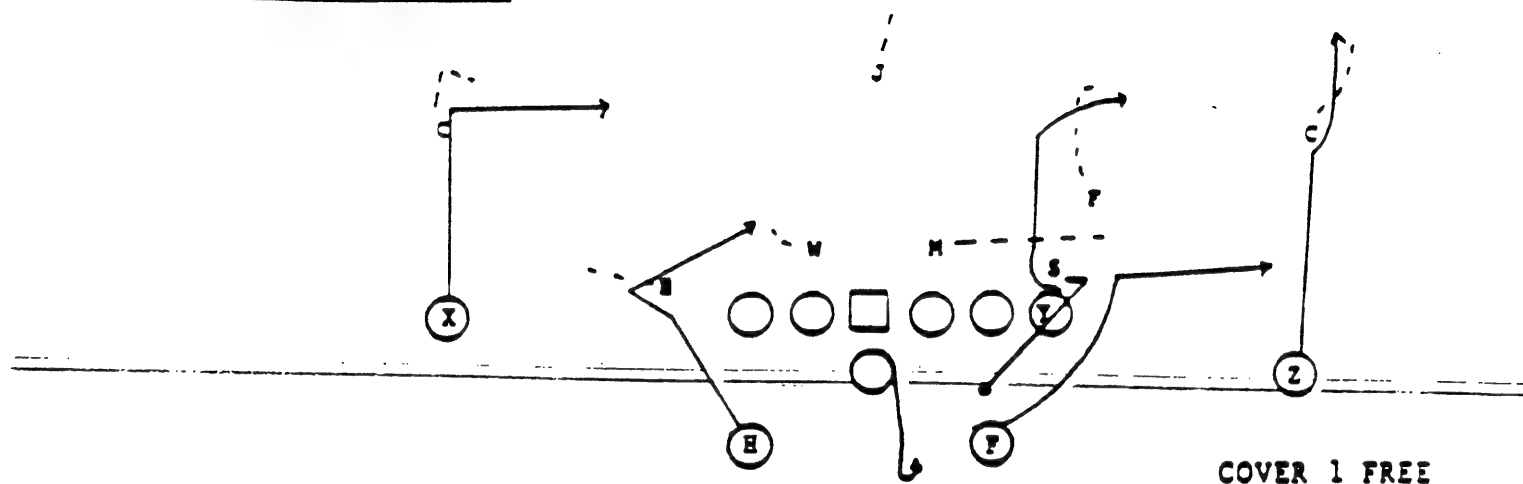
PATTERN 679 /

SWING CONTROL F FLAT-ANGLE

AUDIBLE

Y-3ELECT

FORMATION SPLIT RIGHT



COACHING POINTS

2

SERIES & PROTECTION SCOT PATTERN 679 / SWING CONTROL F-FLAT-ANGLE
Y SELECT
QUARTERBACK

P.S.L. READ SAFETIES DROP 7 STEP

PROGRESSION Y TO FB

- C.P.s: 1. BEST VS. 4 AND 6 COVERAGE.
2. OFF OF PLAY ACTION ALERT FOR X & HB ON CHECK.

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE ANGLE

- C.P.s: 1. CHECK BUCK
2. NO DOG RUN ANGLE ROUTE.

FULLBACK - F

PROTECTION SCOTT N.S.P.U ROUTE FLAT RELEASE OUTSIDE

- C.P.s: 1. FREE RELEASE RUN FLAT ROUTE.
2. READ TYPE OF COVERAGE MAN OR ZONE, BE READY TO ADJUST ROUTE.

X

SPLIT NORMAL ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. MAKE GOOD UPFIELD BURST BEFORE B.P. AT 18 YARDS.
2. ALL NORMAL 6 ROUTE PROPERTIES IN EFFECT.

Y

SPLIT NORMAL ROUTE 7-SAIL RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. CHECK POP ON INSIDE RELEASE-WORK INSIDE TO VOID WHILE PUSHING UPFIELD TO 12 YARD B.P.
2. READ COVERAGE AND BREAK OUTSIDE AT 45° ANGLE.
3. VS. COVER 2 - USE SAIL TECHNIQUE AND FIND HOLE ON TOP OF UNDERNEATH COVERAGE.

Z

SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ Vs CLEO NONE

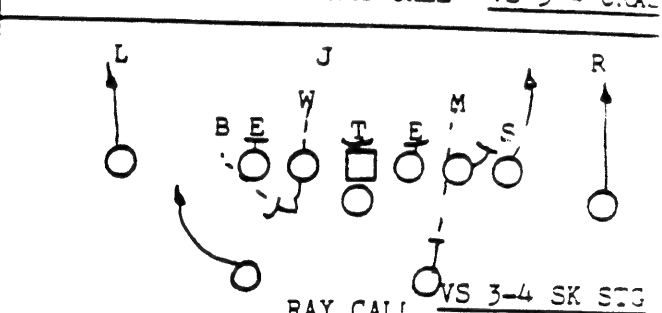
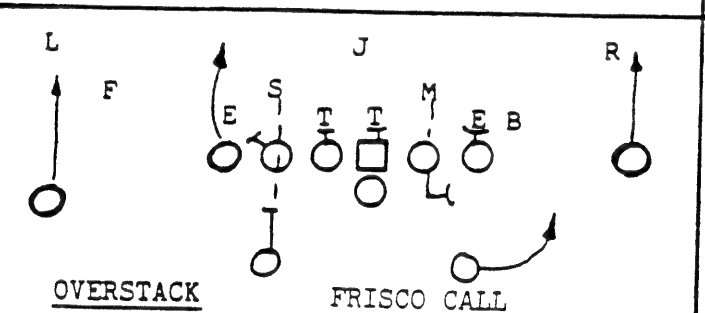
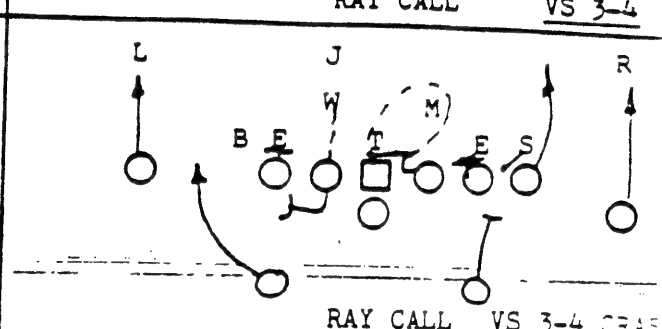
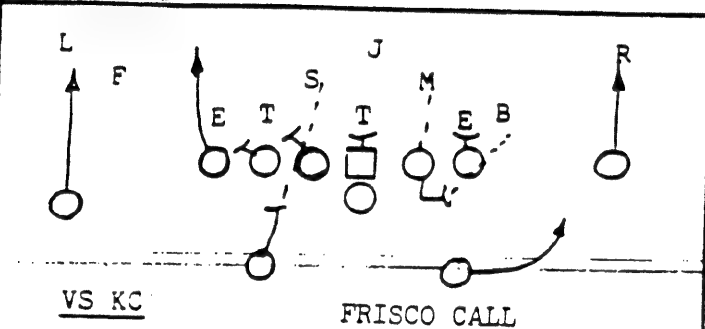
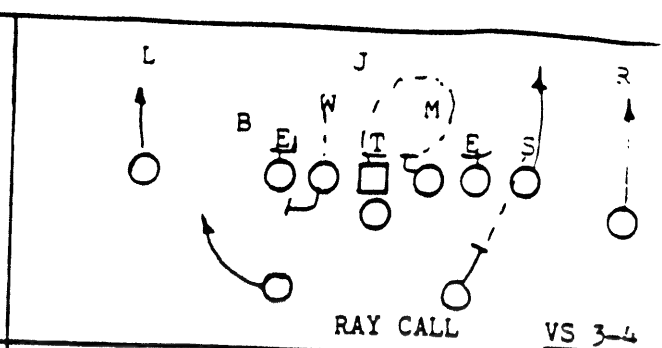
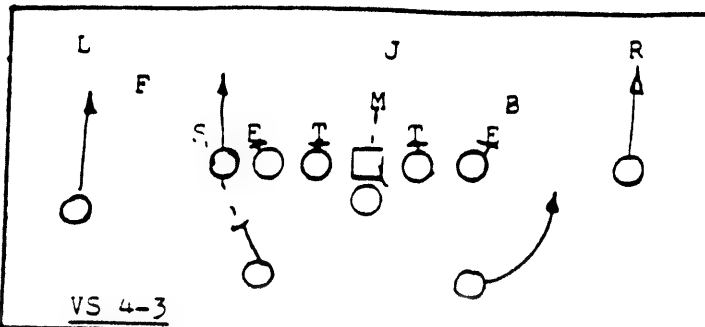
- C.P.s: 1. SPRINT AT CORNER AND MAKE DECISION BY 12 YARDS IF YOU ARE GOING INSIDE OR OUTSIDE.
2. AFTER YOU BREAK PAST CORNER-SPRINT UPFIELD BEFORE LOOKING FOR BALL.

SCAT SERIES

THE SCAT SERIES IS A PROTECTION CALL -- CALLED EITHER
RIGHT OR LEFT, BUT ALWAYS TO AN OPEN SIDE. IT ALLOWS
US TO GET OUR "A" BACK INTO THE PATTERN IMMEDIATELY
WITHOUT SWING PICK-UP RESPONSIBILITIES. THE UNCOVERED
LINEMAN TO THE CALLED SIDE HAS DOUBLE PICK-UP ON MAC
(WILL) OR BUC. THE BACK ON HIS RELEASE MUST READ BUC
FOR A DOG AS HE MAY BE HOT.

PLAY SCAT PROTECTION

PLAY SCAT PROTECTION



PWR PATTERN

QB

~~OWR~~ PATTERN~~BC~~

Y PATTERN

PT

COVERED-BLOCK MAN ON UNCOVERED -
DBL READ BLITZER TO OUTSIDE
RUSHER.

PG

COVERED-BLOCK MAN ON. UNCOVERED-
DBL READ BLITZER TO OUTSIDE
RUSHER.

C

COVERED-BLOCK MAN ON. UNCOVERED
BLOCK MAC.

C.P. LOU OR RAY CALL.

OFG

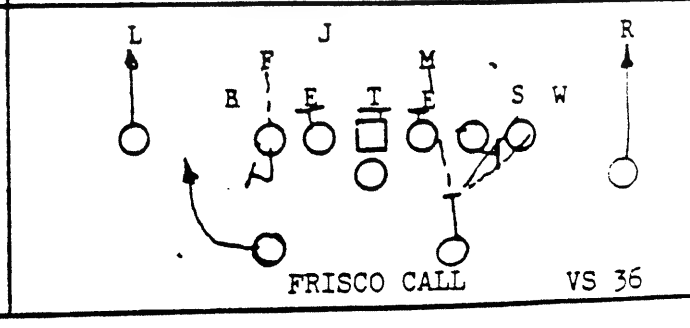
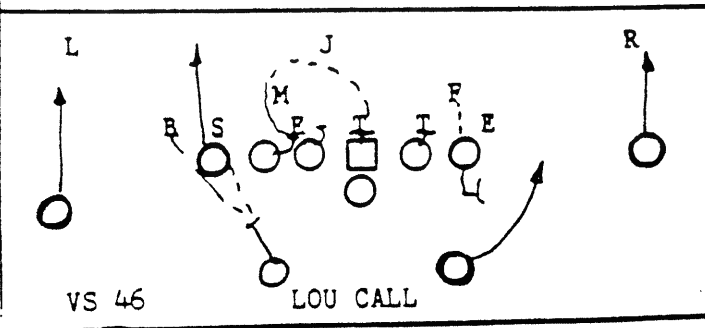
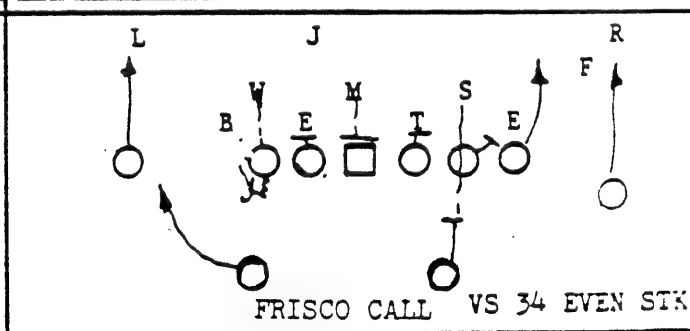
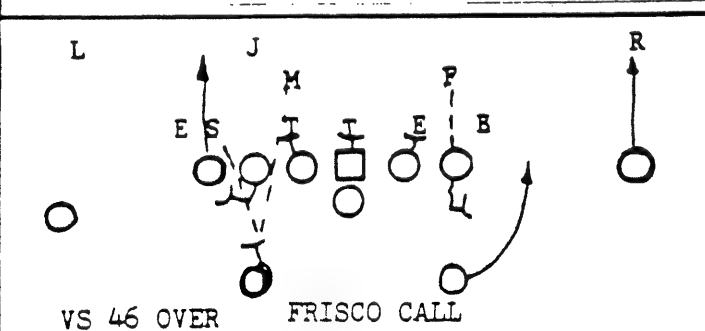
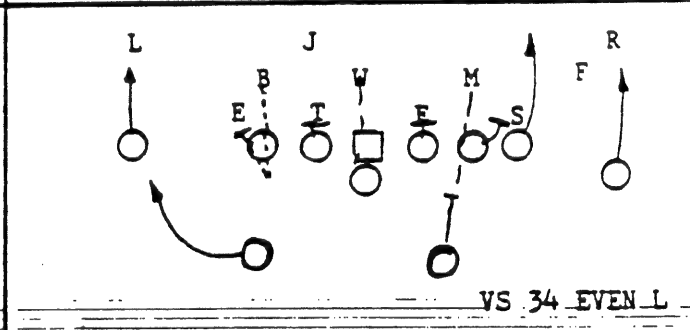
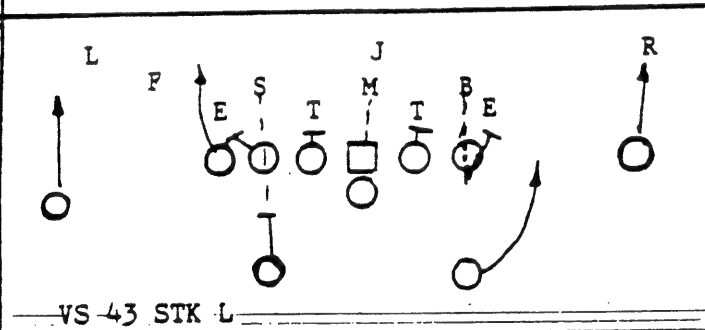
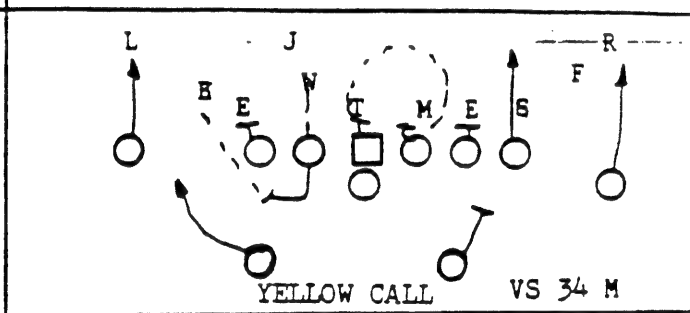
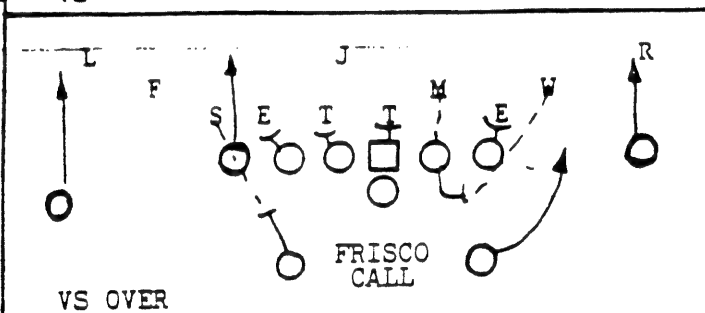
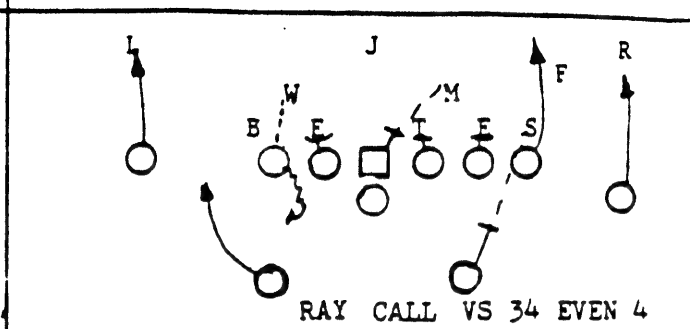
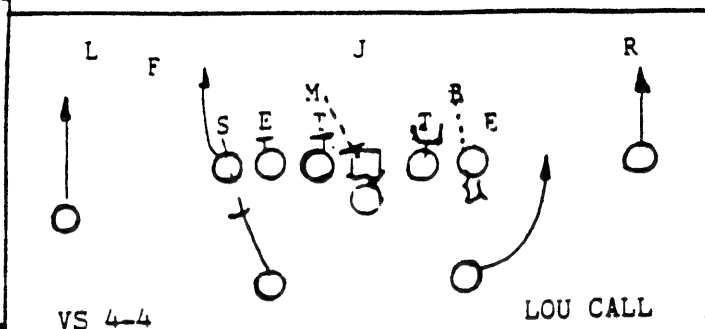
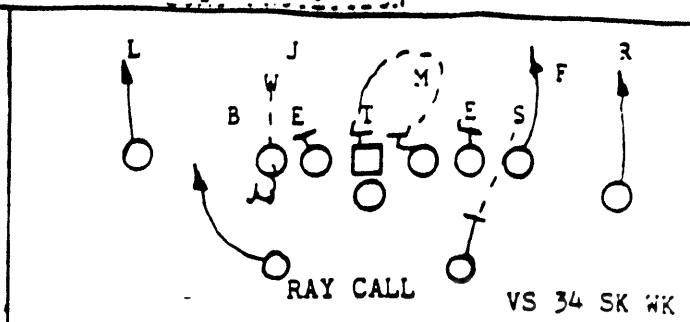
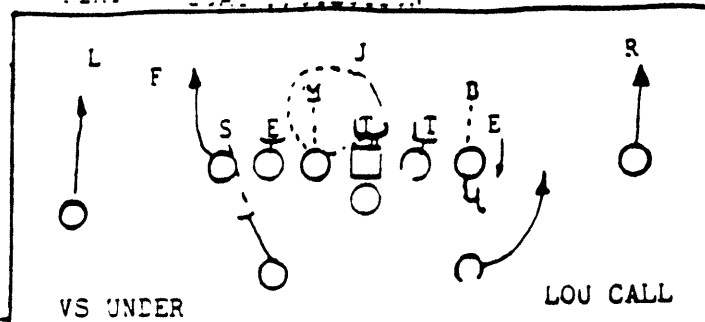
COVERED - BLOCK MAN ON.
UNCOVERED BLOCK LOU OR RAY CALLS

OFT

COVERED-BLOCK MAN ON. UNCOVERED
IF 3-4 BLOCK FAN
IF 4-3 BLOCK DE
(G.P. LOU OR RAY CALLS)HB=YOU HAVE FREE RELEASE, RUN
PATTERN. IF BUCK AND WILL OR
JILL COMES YOU MUST BREAK OFF
PATTERN HOT.NOTE=IF YOU ARE ONLY REMAINING
BACK IN BACKFIELD YOU HAVE S.P.U.
ON OUTSIDE BACKER STRONG SIDE.

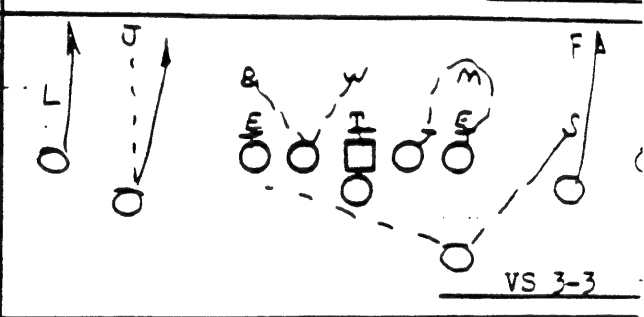
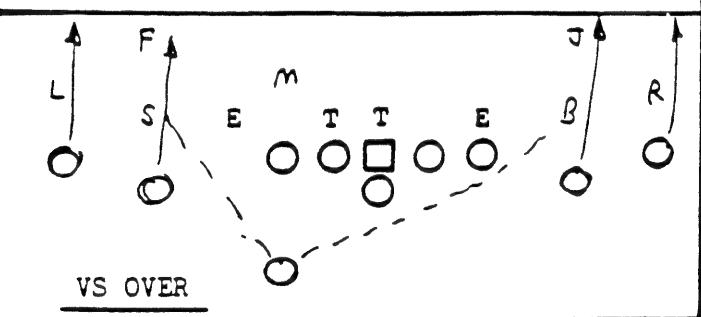
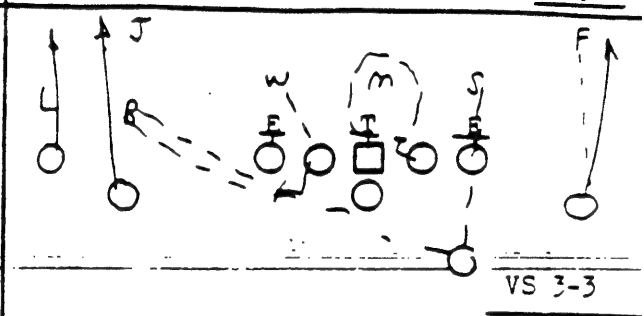
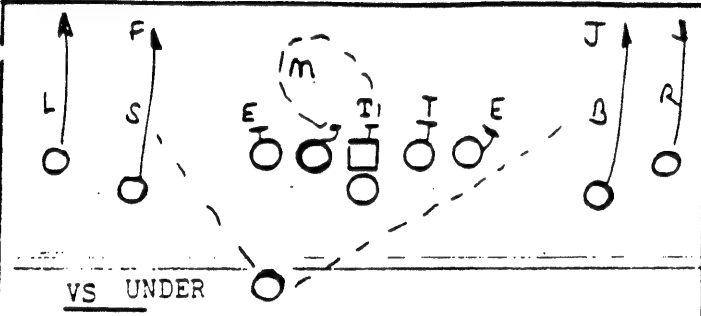
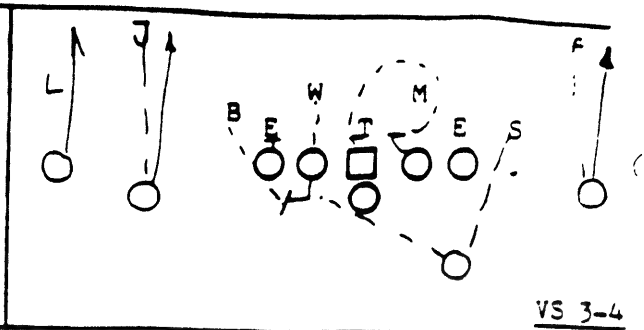
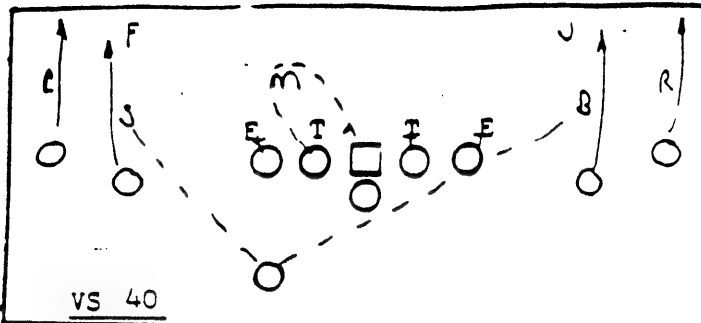
RB

FB=IN A 2 BACK FORMATION YOU HAVE
S.P.U. ON STUB TO FRANK.BLOCKING VARIATIONS DALLAS CALL IS MADE
BY OFF GUARD OR CENTER TO TOLL PG OR PT
HG ONLY HAS DEF. END TO BLOCK.



PLAY SCAT PROTECTION VS NICKEL
(LT FORMATION)

PLAY SCAT PROTECTION VS NICKEL
(RT FORMATION)



PWR PATTERN

QB

OWR PATTERN

HB - PATTERN

Y PATTERN

PT BLOCK DE

PG BLOCK DT TO MAC

FB - SCAN STUB TO BUC

C BLOCK MAC TO DT

OFG COVERED - BLOCK MAN ON
UNCOVERED DBL READ
MAC (OR WILL) TO BUC

OFT COVERED - BLOCK MAN ON
UNCOVERED - DBL READ MAC
(OR WILL) TO BUC

BLOCKING VARIATIONS

LUCKY OR RICKY SERIES

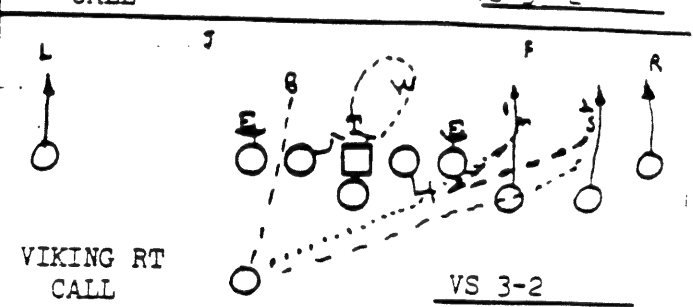
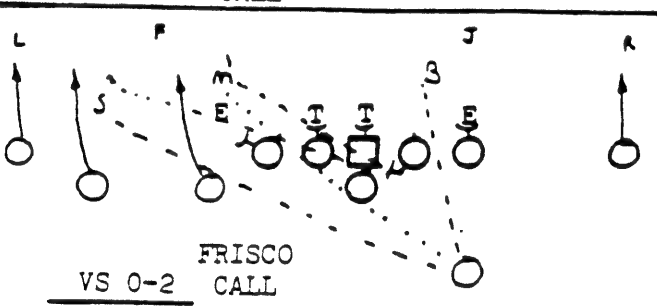
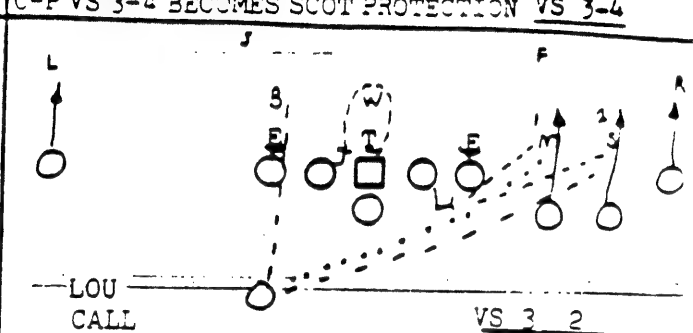
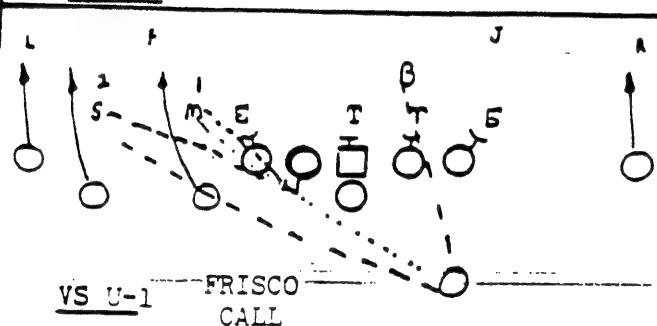
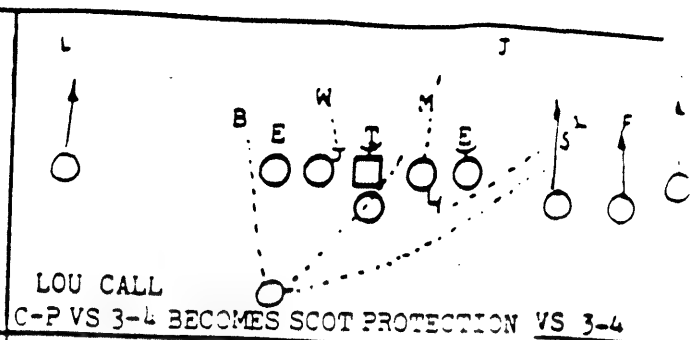
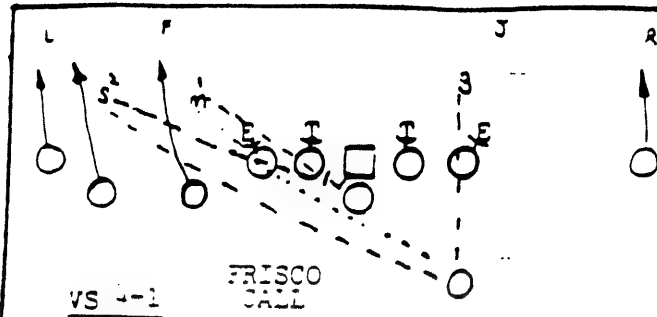
THIS SERIES IS A PROTECTION CALL THAT ALLOWS US TO GET THE DESIGNATED BACK INTO A PATTERN WITHOUT HAVING SWING PICK UP. THE UNCOVERED LINEMAN, OR LINEMAN TO THE CALLED SIDE HAS RESPONSIBILITY FOR MAC TO STUB (AS IN SCOT PROTECTION).

THE REMAINING BACK HAS RESPONSIBILITY FOR STUB, IF MAC BLITZES, OTHERWISE BUC.

NOTE: LUCKY IS A LEFT CALL FOR THE LINE AND RICKY A RIGHT CALL.

PLAY LUCKY PROTECTION

PLAY RISKY PROTECTION



PWR PATTERN

QB

OWR PATTERN

BC PLAYSIDE BACK=HAS FREE RELEASE
 RUN ROUTE CALLED, N.S.P.U.

Y PATTERN

PT SAME AS SCOT PROTECTION

PG SAME AS SCOT PROTECTION

C SAME AS SCOT PROTECTION

OFG SAME AS SCOT PROTECTION

OFT SAME AS SCOT PROTECTION

RB REMAINING BACK HAS S.P.U. VS 3-DEF. 1ST OUTSIDE BACKER PLAYSIDE, TO 1ST OUTSIDE BACKER AWAY PLAYSIDE. VS 40 ALIGNMENT CHECK 1ST OUTSIDE PERSON PLAYSIDE TO 1ST OUTSIDE PERSON AWAY PLAY SIDE NOTE=UNCOVERED LINEMAN MAY GIVE YOU HELP IF NO MAC DOG. KEY MAC FOR YOUR HELP.

BLOCKING VARIATIONS
 VS 3-4 BECOMES SCOT PROTECTION

COACHING POINTS

SERIES & PROTECTION RICKY PATTERN 595 SWING CONTROL F OPTION
QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 3 STEP _____

PROGRESSION FB AND Z

- C.P.s: 1. BEST VS. MAN COVERAGE - LB'ER ON FB.
 2. HIT FB ON BREAK.
 3. ZONE COVERAGE ANTICIPATE FB BREAK.

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. LUCKY RICKY _____ ROUTE _____ FLAT _____

- C.P.s: 1. SWING PICK UP INSIDE TO OUTSIDE.
 2. NO DOG RELEASE ON FLAT ROUTE.

FULLBACK - F

PROTECTION N.S.P.U. LUCKY RICKY _____ ROUTE _____ OPTION _____ RELEASE _____ OUTSIDE _____

- C.P.s: 1. YOU HAVE FREE RELEASE, GET GOOD WIDTH ON RELEASE.
 2. READ COVERAGE - RUN ROUTE OF COVERAGE - ALL OPTIONS, TECHNIQUES APPLY.

X

SPLIT NORMAL _____ ROUTE 5 _____ RELEASE VARIABLE _____ ADJ Vs CLEO ZONE ADJ. _____

- C.P.s: 1. MUST RECOGNIZE PRESS WITH JILL GOING AWAY FROM YOU.
 WE WILL RUN 15 YARD OUT BREAK WITH PRESSURE ON D.B.
 2. WE WILL O.S. VS. 22 MAN.
 3. KNOW 1st DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL _____ ROUTE 9 _____ RELEASE BEST _____ ADJ Vs CLEO NONE _____

ADJ. VS. COV. 2: NONE

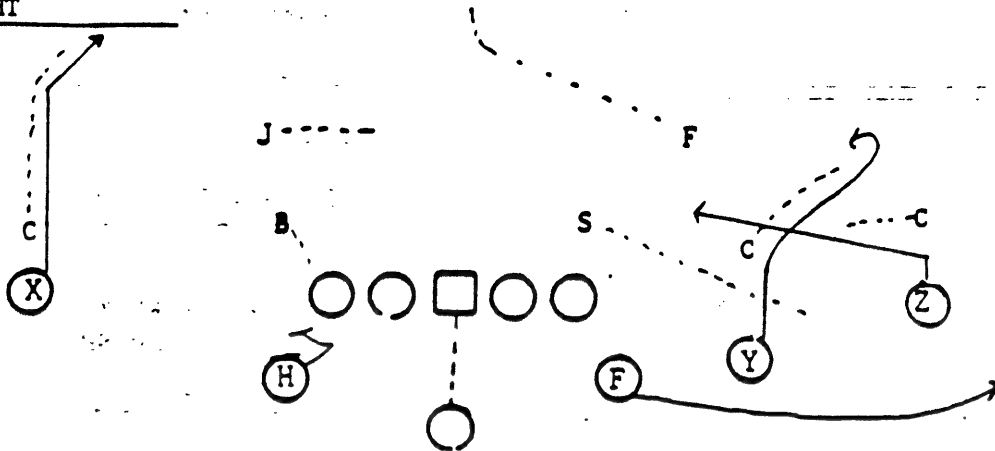
C.P.s:

Z

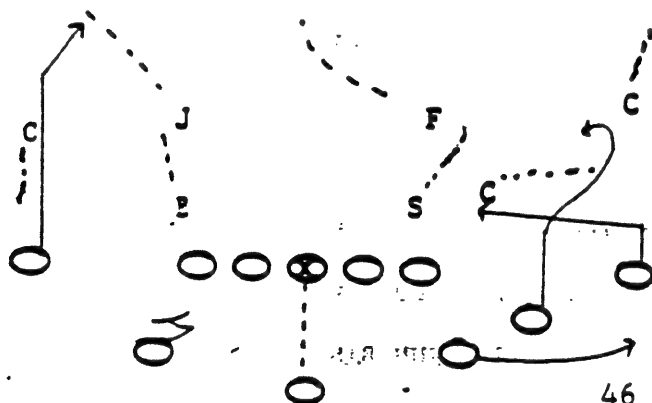
SPLIT NORMAL _____ ROUTE 5 _____ RELEASE VARIABLE _____ ADJ Vs CLEO ZONE ADJ. _____

- C.P.s: 1. MUST RECOGNIZE DIFFERENCE BETWEEN 11' THIEF AND 22 MAN WITH PRESS ON YOU.

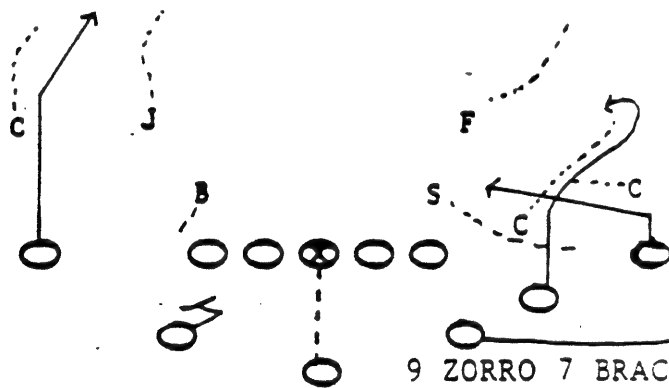
.TION GUN RIGHT



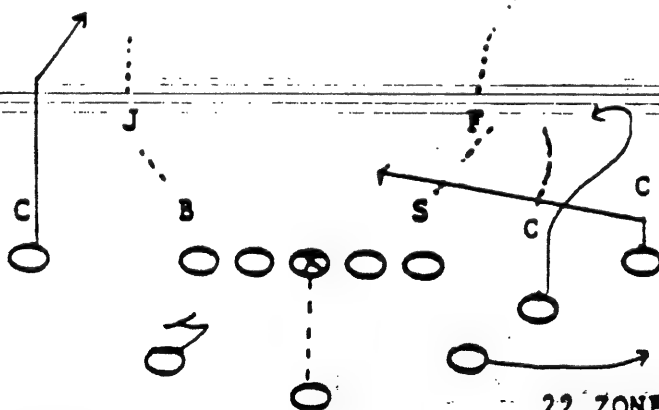
11 THIEF



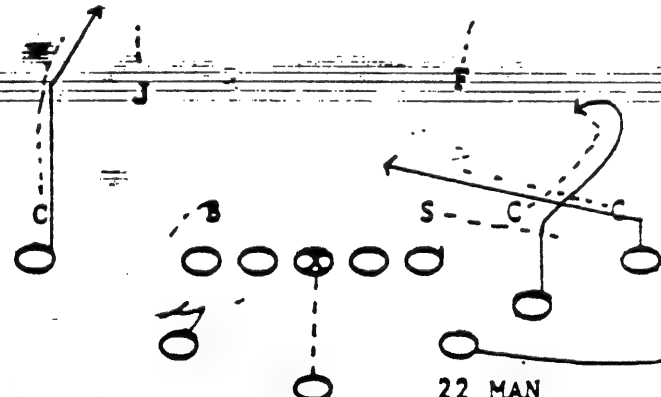
46



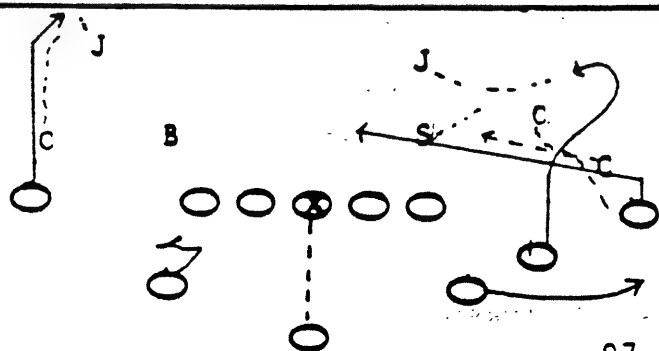
9 ZORRO 7 BRACK



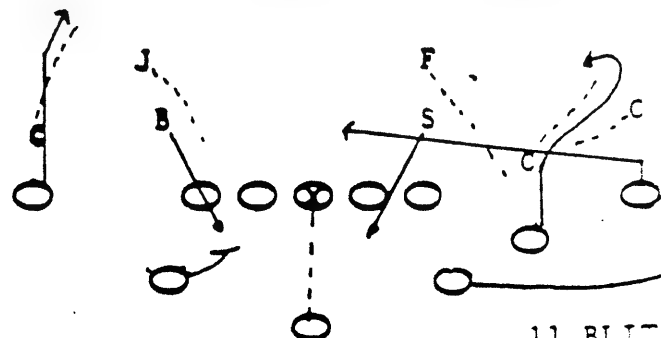
22 ZONE



22 MAN



97



11 BLITZ

COACHING POINTS

SERIES & PROTECTION RICKY PATTERN Y GET OPEN SWING CONTROL QUARTERBACK

P.S.L. READ SAFETIES DROP 3 STEP

PROGRESSION Z TO Y

- C.P.s: 1. CALL WILL BE MADE IN 3rd, 4th, 5th, 6th, 7th SITUATION
2. TAKE Z, HE WILL THROTTLE IF ZONE, N.T. GO TO Y WHO WILL FIND OPEN SPOT

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION S.P.U. LUCKY RICKY ROUTE BASE OR "L"

- C.P.s: 1. SWING PICK UP INSIDE TO OUTSIDE
2. YOU MAY BE CHECKING OUT BASE OR R & L BY GAME PLAN

FULLBACK - F

PROTECTION N.S.P.U. RICKY LUCKY ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. YOU HAVE FREE RELEASE
2. RUN BASE ROUTE, ALERT FOR BALL

X

SPLIT NORMAL ROUTE 8 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. NORMAL 8 ROUTE PROPERTIES

Y

SPLIT NORMAL ROUTE GET OPEN RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. OUTSIDE RELEASE - BE AWARE OF CREATING OPEN LANE FOR Z VS PRESS
2. PUSH UPFIELD 10 YARDS AND TURN INSIDE - ADJUST TO COVERAGE

Z

SPLIT NORMAL ROUTE GET OPEN 2 RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.s: 1. RUB OFF UNDERNEATH THE OUTSIDE RELEASE OF Y
2. CROSS FIELD HARD IF MAN COVERAGE

BULL/CALF PROTECTION

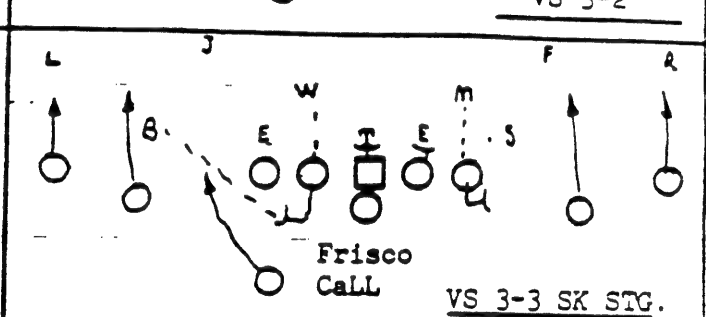
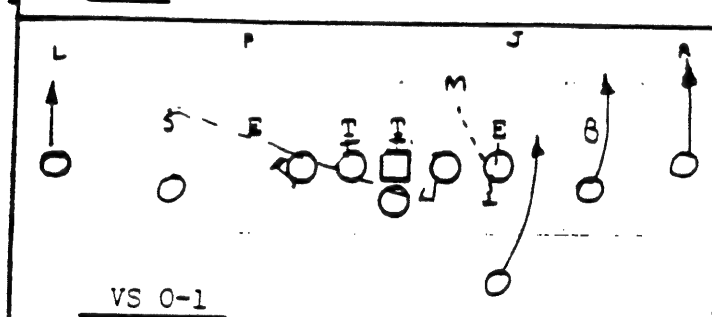
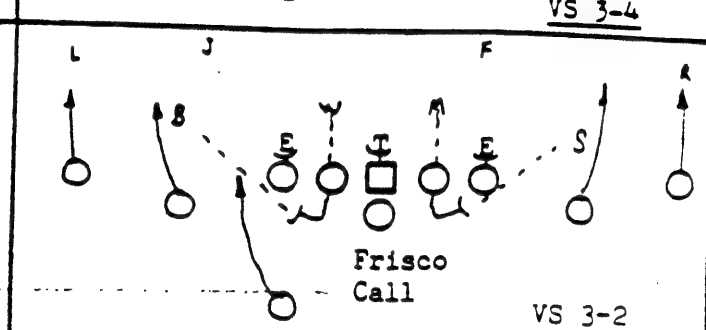
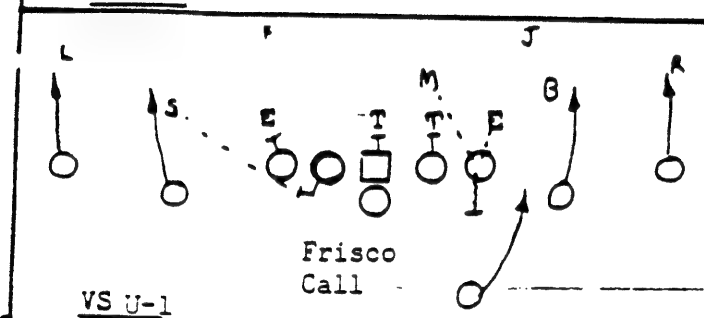
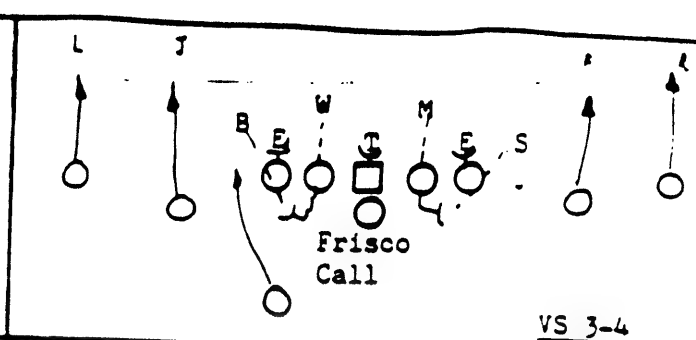
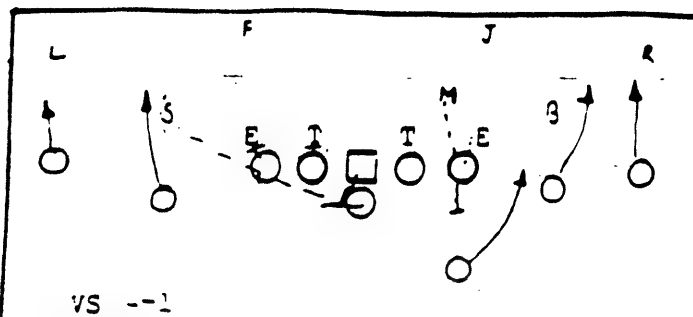
THIS PROTECTION IS USED IN NICKEL SITUATIONS WHEN WE
DON'T EXPECT A BLITZ. WE CAN RELEASE 5 RECEIVERS INTO
THE PATTERN WITHOUT SWING PICKUP. VS 4 MAN LINES THE
LINE SLIDES TO STUB (IN BULL PROTECTION) OR BUC (IN
CALF PROTECTION). THE TACKLE OPPOSITE THE SLIDE
~~DOUBLE READS MAC TO THE OUTSIDE RUSHER.~~

VS 3 MAN LINES THE PLAYSIDE LINEMAN BLOCK SCOT. THE
OFFSIDE LINEMAN BLOCK SCAT.

VS A 4-3 THE CENTER WOULD BLOCK SCOT ON BULL PROTECTION
AND SCAT ON CALF PROTECTION.

PLAY BULL PROTECTION FORMATION LEFT

PLAY BULL PROTECTION FORMATION PT



PWR PATTERN

- QB
1. 5 MAN PATTERN
 2. CENTER BLOCKS TO STRONG SIDE.
 3. USED VS 4 MAN FRONT MAN COVERAGE

OWR PATTERN

BC WEAKSIDE BACK=N.S.P.U.
RUN RUB ROUTE.

Y PATTERN

PT SAME AS SCOT

PG SAME AS SCOT

C SAME AS SCOT

VS 4 MAN LINE-SAME AS SCOT
OFG VS 3 MAN LINE-SAME AS SCAT

OFT VS 4 MAN LINE-DBL READ MAC TO DE
VA 3 MAN LINE-SAME AS SCAT

RB REMAINING BACK=N.S.P.U.
RUN ARROW ROUTE. VS DOG ON
RELEASE SIDE EXPECT TO GET BALL
QUICKLY.

BLOCKING VARIATIONS

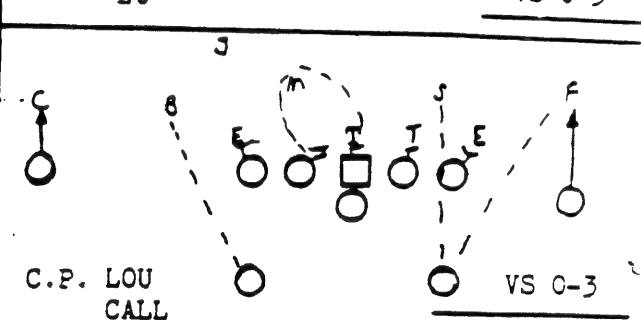
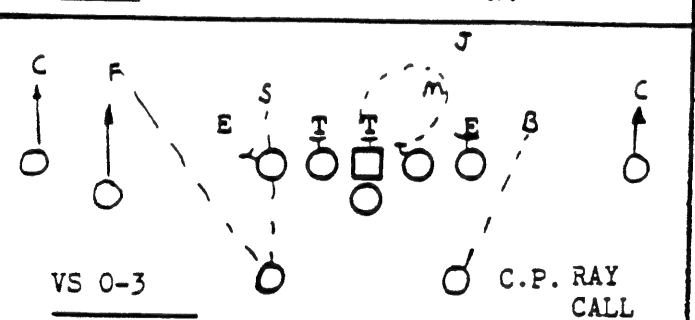
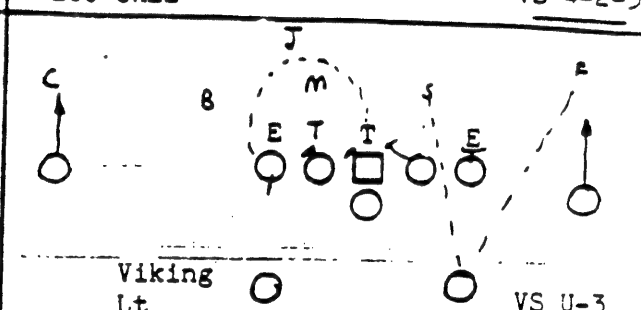
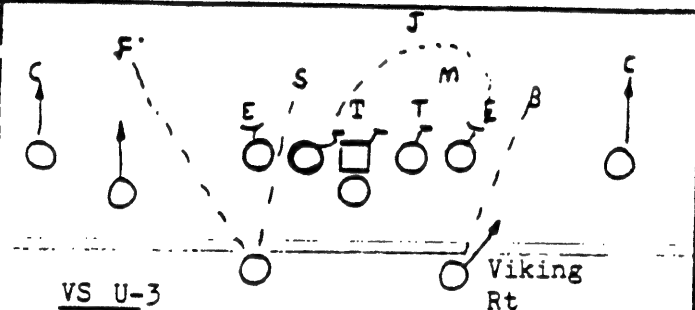
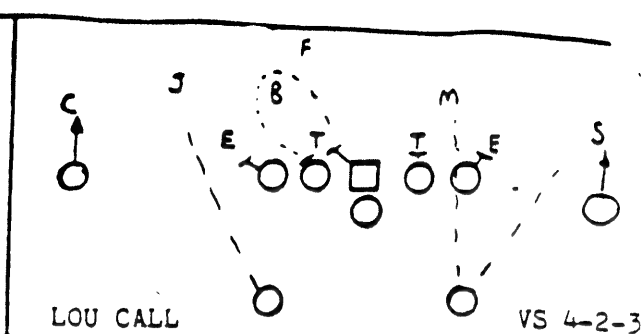
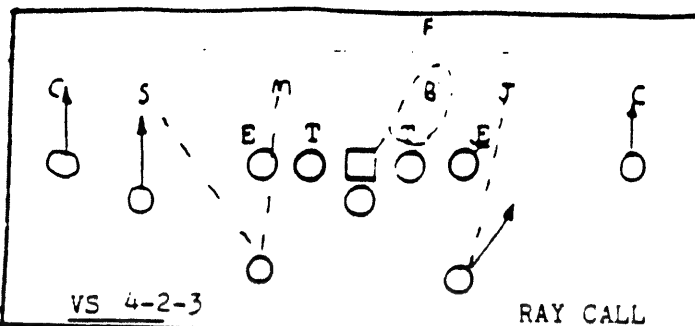
ROGER/LOUIE SERIES

ROGER AND LOUIE IS A VARIATION OF FIRM/FLARE PROTECTION VS NICKEL DEFENSE. THIS PROTECTION IS ONLY USED WITH FOUR (4) DEFENSIVE LINEMEN. THE CALL ALLOWS US TO SET THE PROTECTION LEFT (LOUIE) - RIGHT (ROGER) BY THE ALIGNMENT OF DEFENSIVE PERSONNEL. THE PROTECTION ALSO GIVES OUR OUTSIDE RECEIVERS SITE ADJUST KEYS.

BY DEFENSIVE ALIGNMENT KEYS, POSSIBLE FREE RELEASE BY THE BACKS.

PLAY: ROGER PROTECTION

PLAY: LOUIE PROTECTION



PWR PATTERN

QB USED ONLY WHEN 4 MEN TO WEAKSIDE

~~OWR PATTERN~~~~BC BACK TO CALL SIDE - BLOCK 2nd DOGGER FROM INSIDE OUT, UNCOVERED LINEMAN HAS THE 1st DOGGER - N/T RUN PATTERN.~~

Y PATTERN

PT SAME AS CUBS PROTECTION

PG SAME AS CUBS PROTECTION

C SAME AS CUBS PROTECTION
C.P. VS OVER DEF - CALL LOU/RAYOFG SAME AS CUBS PROTECTION
C.P. VS OVER DEF - TAKE INSIDE BLITZER ON LOU/RAY CALL

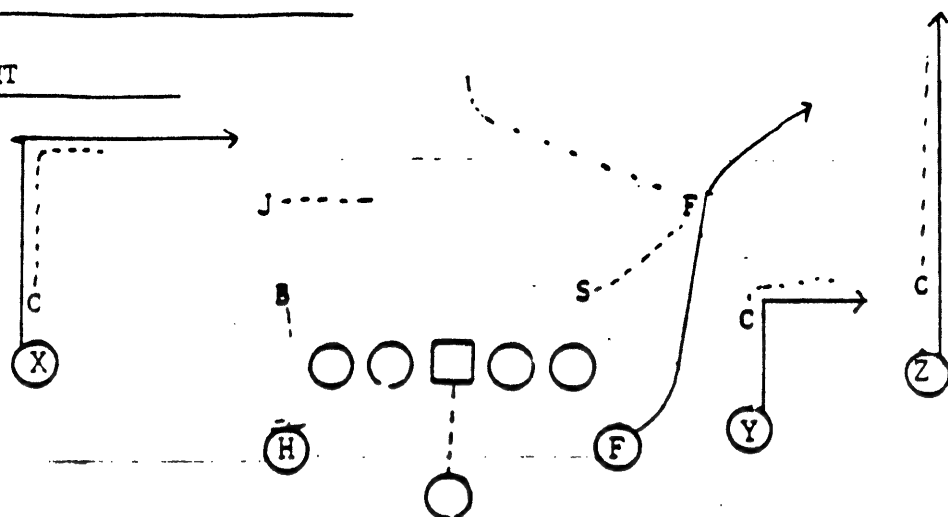
OFT SAME AS CUBS PROTECTION

RB BACK AWAY FROM CALL - BLOCK 1st DOGGER FROM INSIDE OUT YOUR SIDE N/T RUN ROUTE CALLED

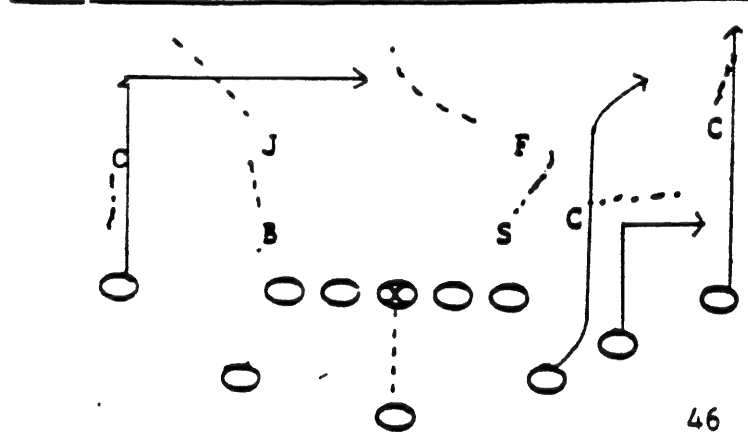
BLOCKING VARIATIONS

SERIES & PROTECTION RICKY PATTERN 619 SWING CONTROL F FLAG
 AUDIBLE _____

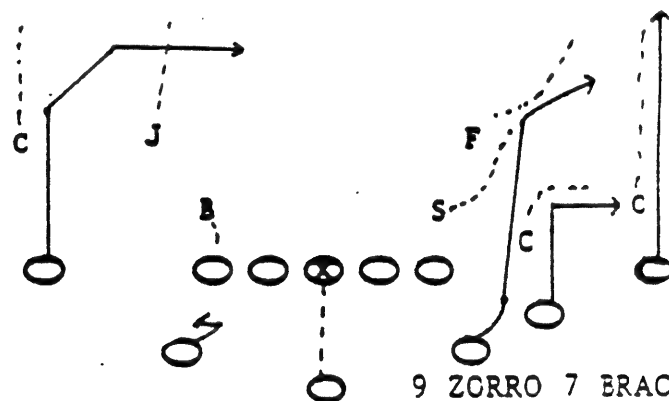
_____TION GUN RIGHT



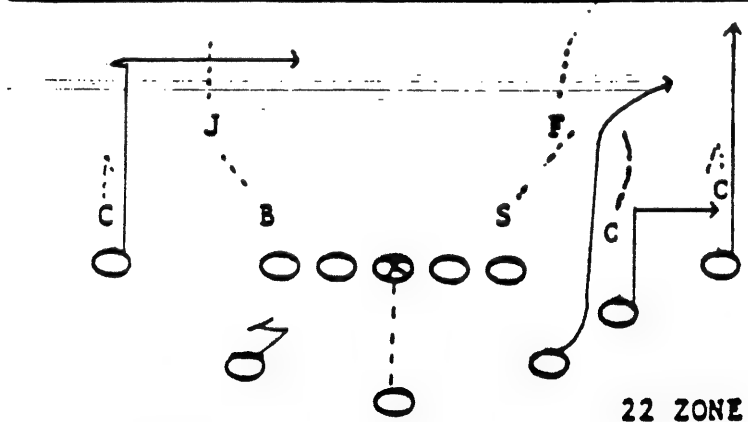
11 THIEF



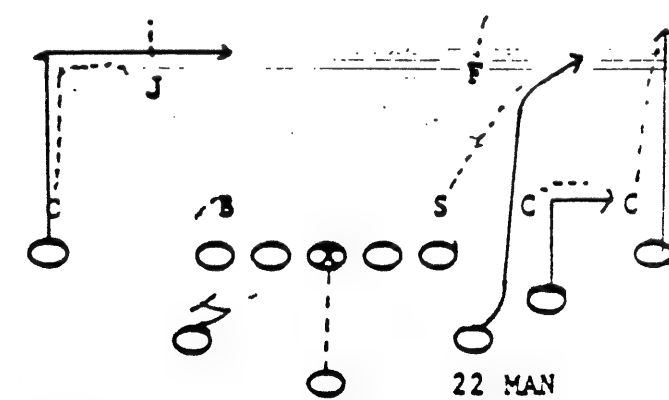
46



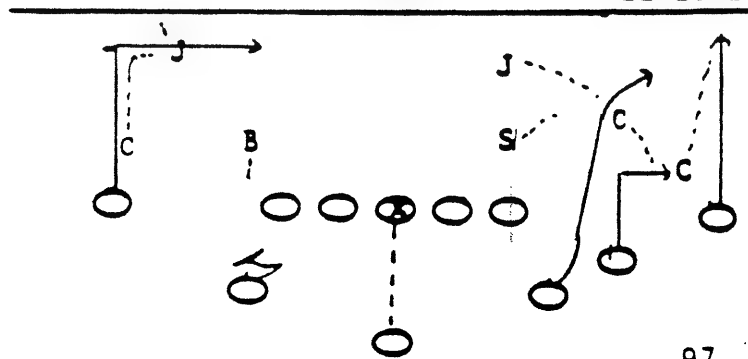
9 ZORRO 7 BRACE



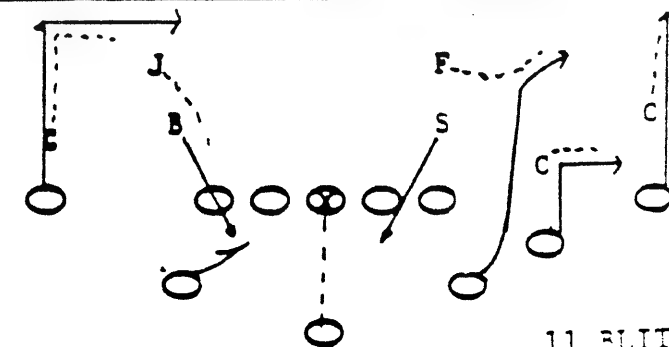
22 ZONE



22 MAN



97



11 BLITZ

COACHING POINTS

SERIES & PROTECTION RICKY PATTERN 619 SWING CONTROL F FLAG
QUARTERBACK

P.S.L. _____ READ _____ SAFETIES _____ DROP 5 STEP

PROGRESSION

- C.P.s: 1. USED WHEN LONG YARDAGE IS NEEDED OR NEED BIG PLAY WITH LITTLE TIME REMAINING.
 2. F WILL CATCH BALL IN 25 YARD AREA

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION _____ S.P.U. LUCKY RICKY ROUTE _____ BASE _____

- C.P.s: 1. CHECK INSIDE TO OUTSIDE
 2. NO DOG CHECK BASE OR BY GAME PLAN

FULLBACK - F

PROTECTION _____ N.S.P.U. LUCKY RICKY ROUTE _____ FLAG _____ RELEASE _____ OUTSIDE _____

- C.P.s: 1. YOU HAVE FREE RELEASE
 2. PUSH VERTICAL 8 TO 10

X

SPLIT NORMAL _____ ROUTE 6 _____ RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. NORMAL 6 ROUTE PROPERTIES
 2. KNOW FIRST DOWN YARDAGE NEEDED

Y

SPLIT NORMAL _____ ROUTE 1 _____ RELEASE STRAIGHT ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. NORMAL SPEED TURN 1 ROUTE - ATTRACT UNDERNEATH COVERAGE.
 2. KNOW FIRST DOWN YARDAGE NEEDED

Z

SPLIT NORMAL _____ ROUTE 9 _____ RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. NORMAL 9 ROUTE PROPERTIES

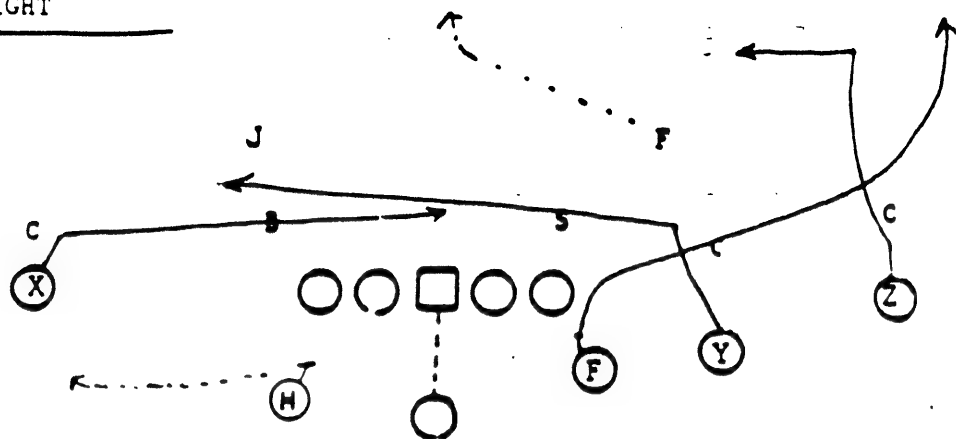
SERIES & PROTECTION RICKY

PATTERN ZZ6 X CROSS

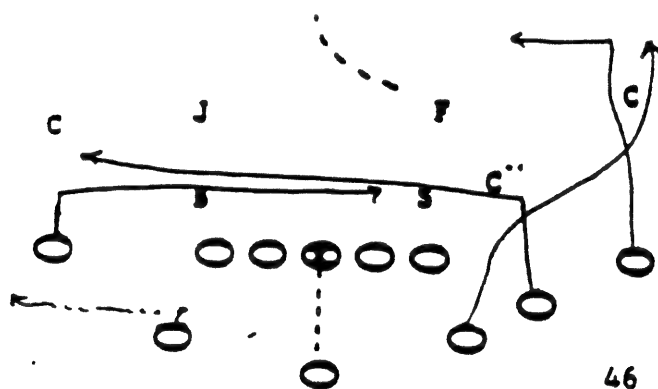
SWING CONTROL F SHOOT

AUDIBLE 66

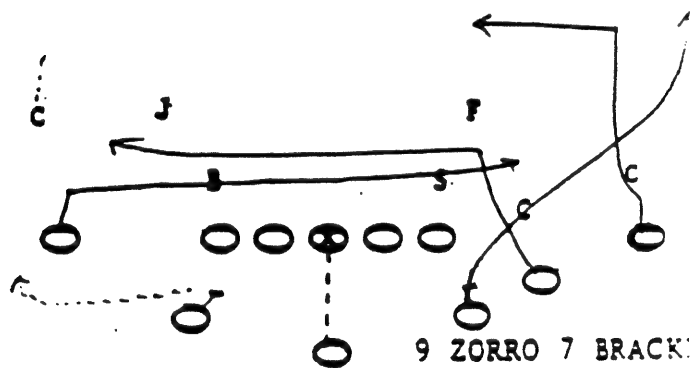
FORMATION GUN RIGHT



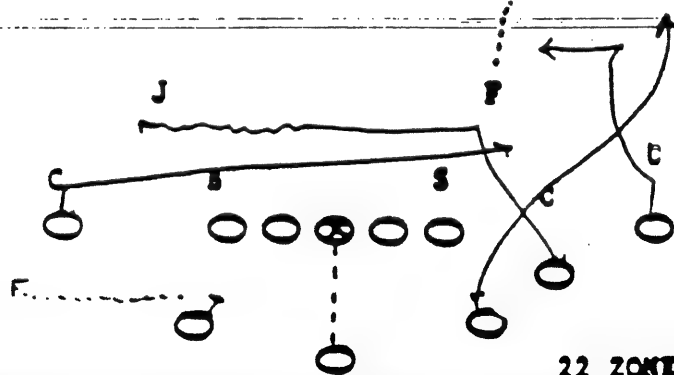
11 THIEF



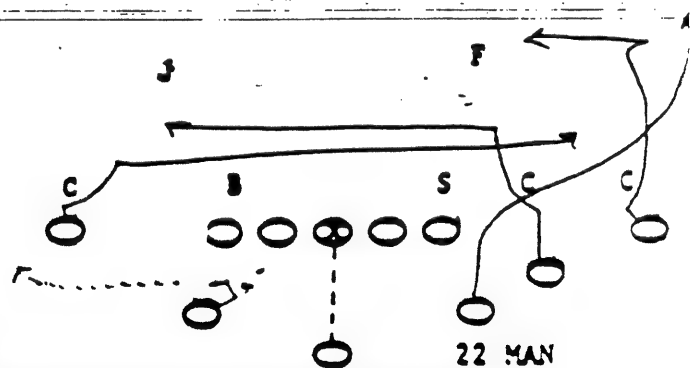
46



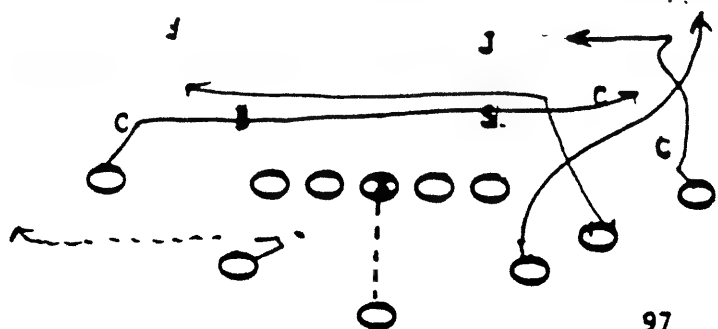
9 ZORRO 7 BRACK



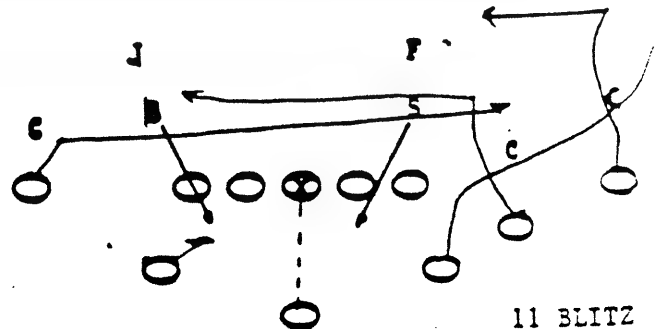
22 ZONE



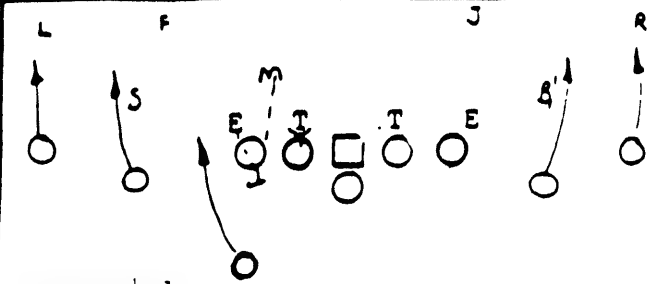
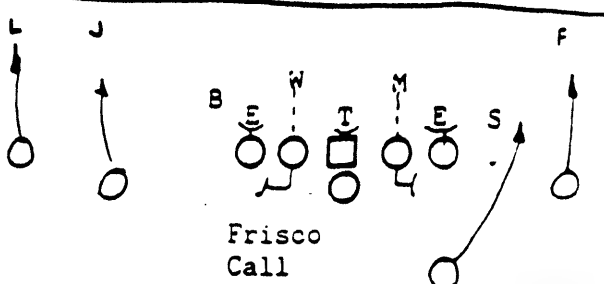
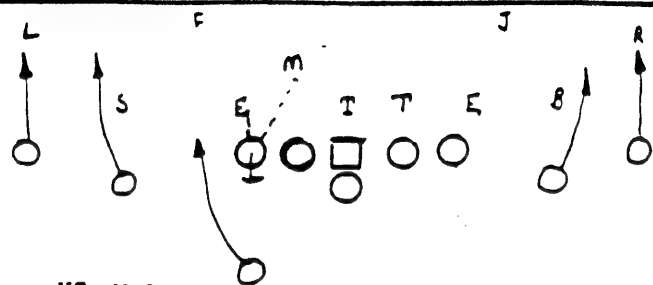
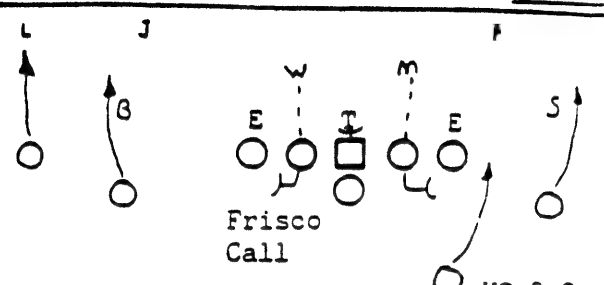
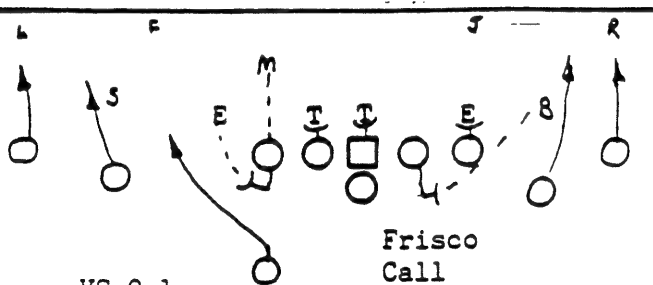
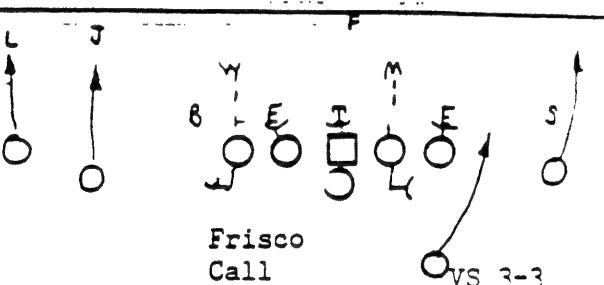
22 MAN

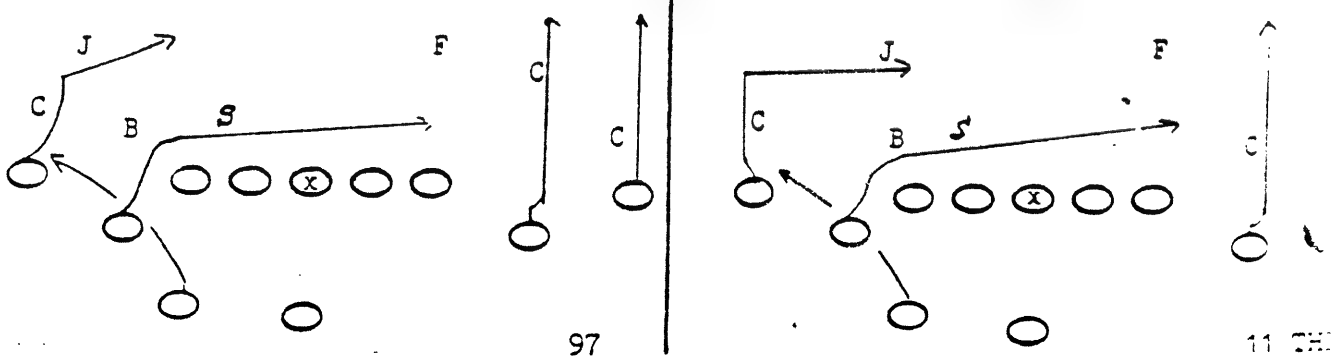
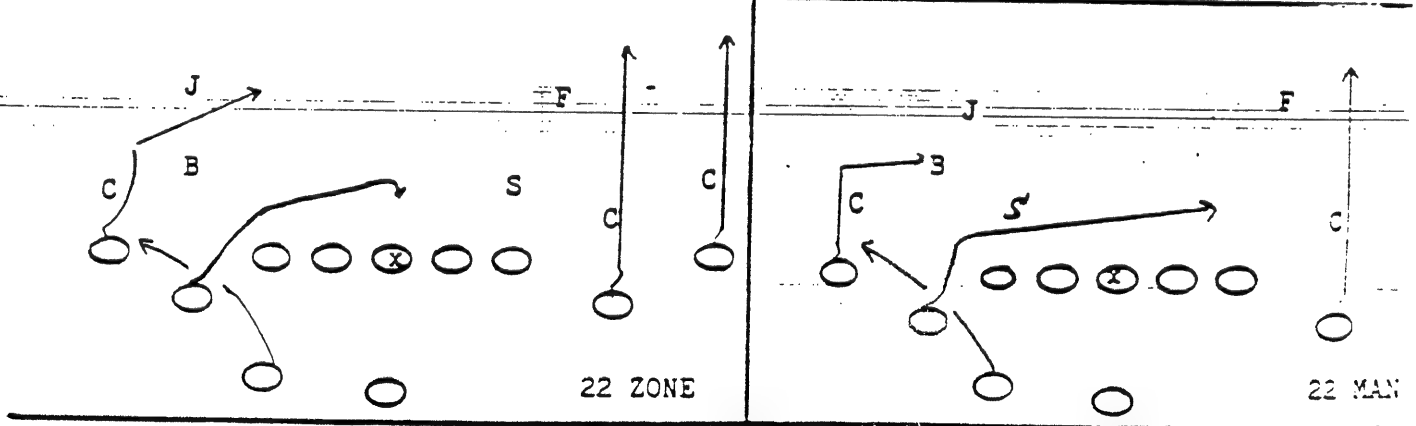
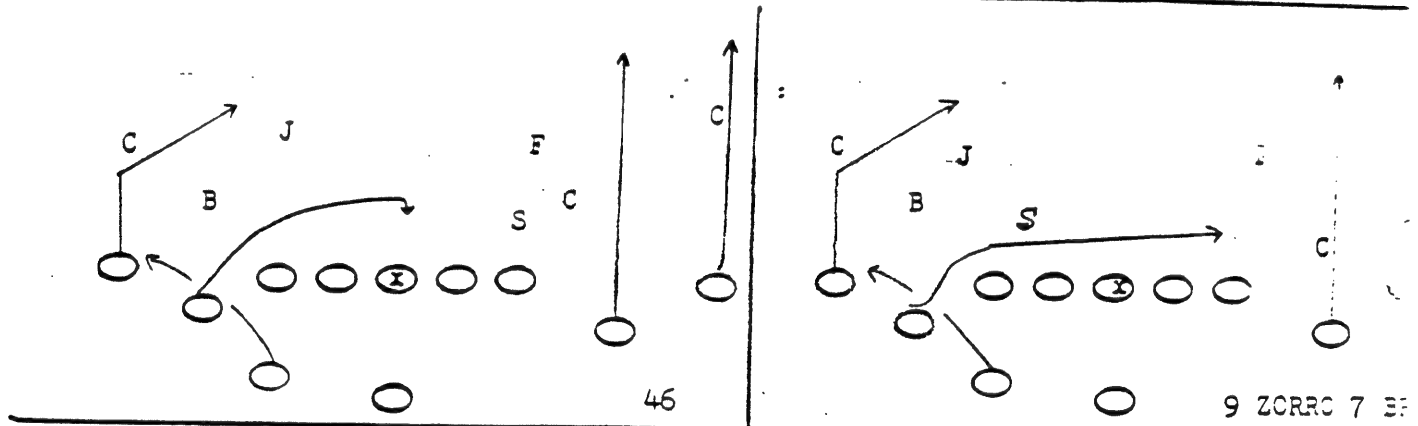
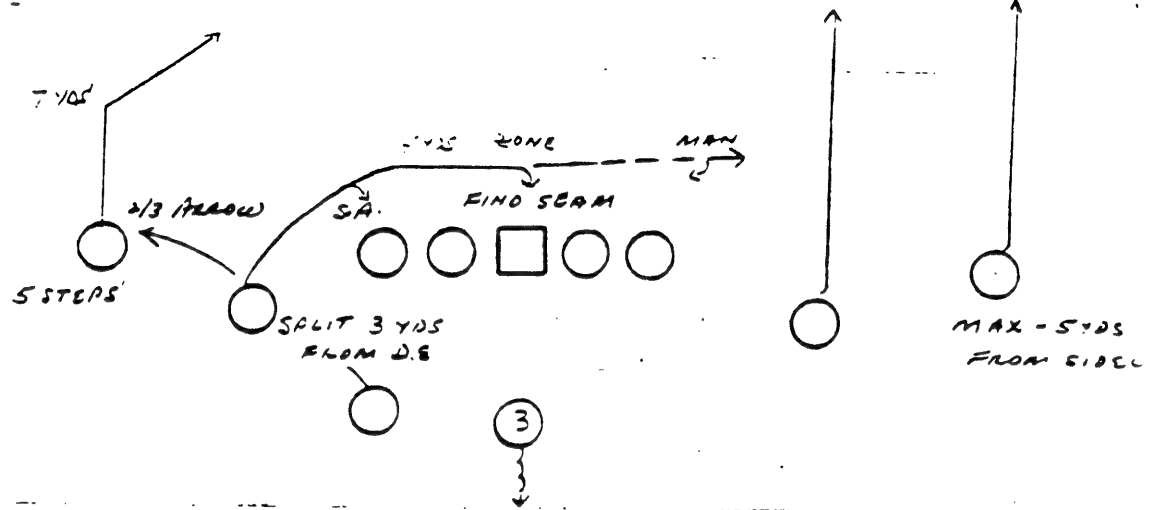


97



11 BLITZ

 <p>VS 4-1</p>	 <p>VS 3-4</p>
 <p>VS U-1</p>	 <p>VS 3-2</p>
 <p>VS 0-1</p>	 <p>VS 3-3</p>
<p>PWR PATTERN</p>	<p>QB</p> <ol style="list-style-type: none"> 1. 5 MAN PATTERN 2. CENTER BLOCKS WEAK 3. USED VS 4 MAN FRONT MAN COVERAGE
<p>OWR PATTERN</p>	<p>BC</p> <p>WEAKSIDE BACK=N.S.P.U. RUN ROUT CALLED.</p>
<p>Y PATTERN</p>	
<p>PT</p> <p>VS 4 MAN LINE-DBL READ MIKE TO DE</p> <p>VS. 3 MAN LINE-SAME AS SCOT</p>	
<p>PG</p> <p>VS 4 MAN LINE - READ TO BUC IF UNCOVERED</p> <p>VS 3 MAN LINE - SAME AS SCOT</p>	<p>RB</p>
<p>C</p> <p>VS 4 MAN LINE - READ TO BUC IF UNCOVERED.</p> <p>VS 3 MAN LINE - SAME AS SCAT</p>	<p>STRONGSIDE BACK N.S.P.U. RUN ROUTE CALLED, VS ONE MAN DOG BLITZ YOUR SIDE YOU ARE HOT. YOUR BLITZ CONTROL ROUTE WILL BY GAME PLAN.</p>
<p>OFG</p> <p>SAME AS SCAT</p>	
<p>OFT</p> <p>SAME AS SCAT</p>	<p>BLOCKING VARIATIONS</p>



TEACHING POINTS

SERIES & PROTECTION BULL PATTERN 299 SWING CONTROL RUB ARROW

QUARTERBACK

P S L. SAFETIES READ BUCK DROP GUN 3 STEP/REG 5 STEP

PROGRESSION

C.P. ZONE - RUB
MAN - SHOOT

REC. ADJ's VS CLEO X NONE Y NONE Z NONE Y's ADJ VS COV. 2 NONE

HALFBACK - H

PROTECTION ROUTE RUB - ADJUST

C.P. MAKE MAN RESPONSIBLE FOR COVERING FB GO BEHIND MAN COVERING YOU

ZONE - FIND SEAM OVER CENTER - SHOWING YOUR NUMBERS TO QB

FULLBACK - F

PROTECTION ROUTE ARROW RELEASE

C.P. ALIGN 4 $\frac{1}{2}$ YARDS DEEP FROM L.O.S. NOT LINEMAN
ARROW NOW. ZONE - PUSH UP 2/3 YARDS; MAN
RUN ARROW ON L.O.S.

X

SPLIT NORMAL ROUTE 2 FIRM RELEASE ADJ Vs CLEO NONE

Y

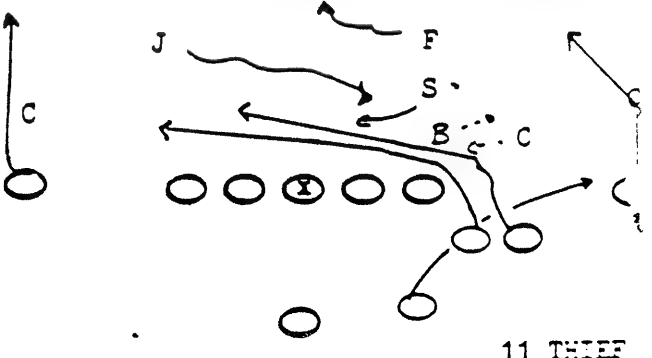
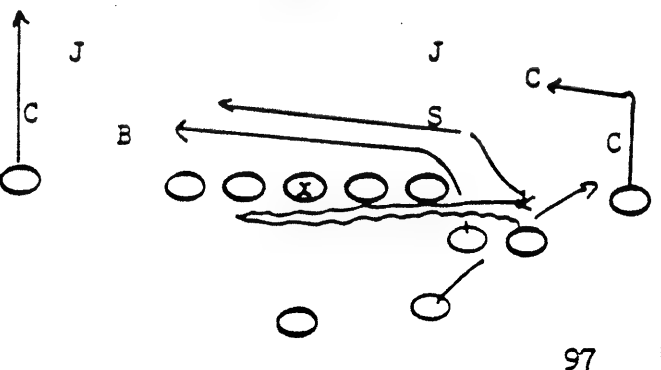
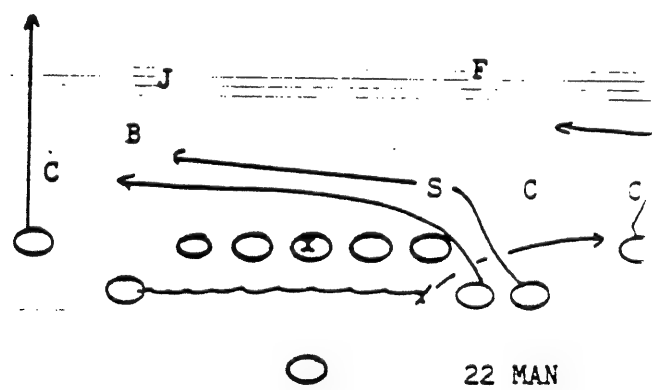
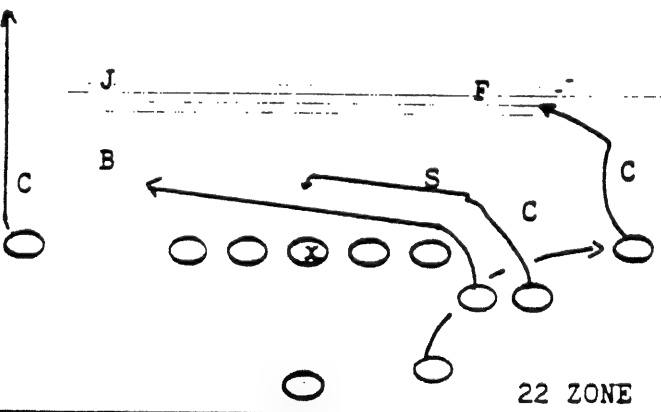
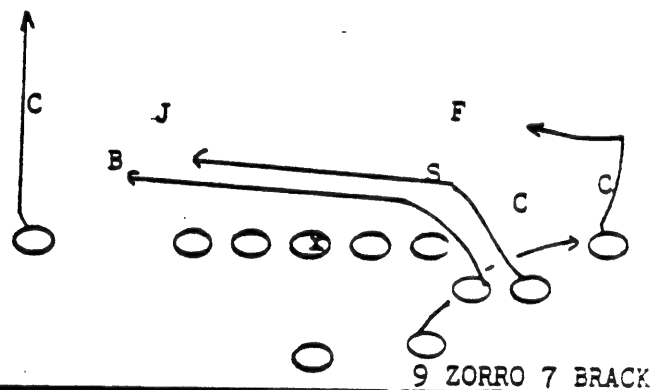
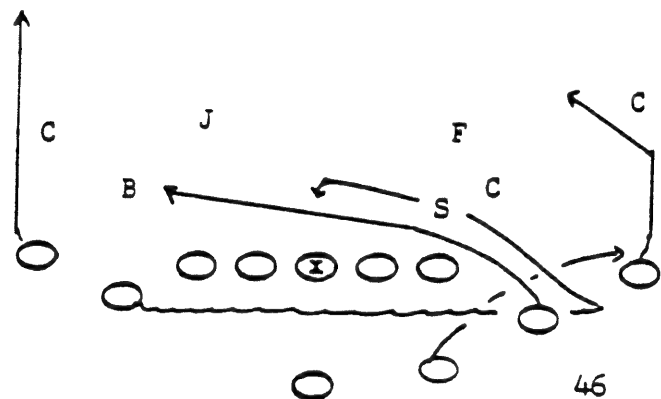
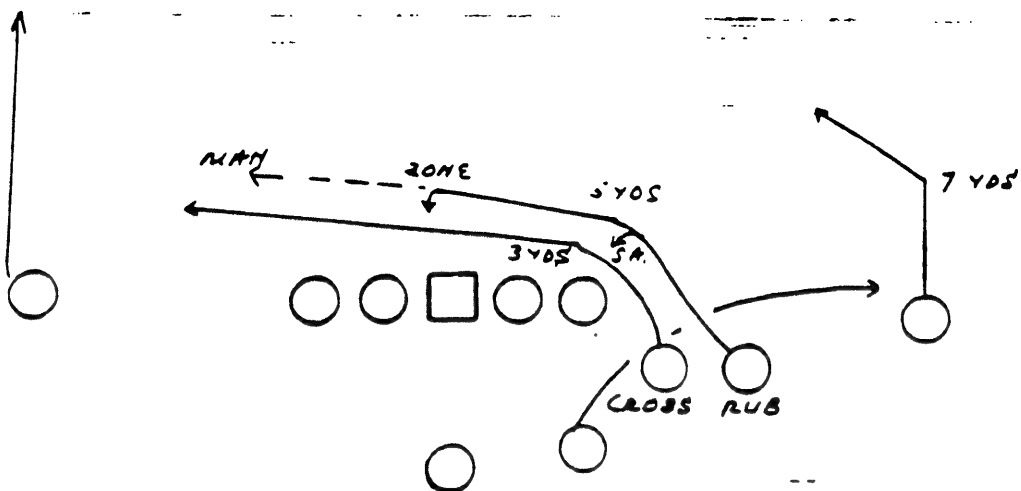
SPLIT OT/2 ROUTE 9 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

Z

SPLIT NORMAL ROUTE 9 RELEASE OUTSIDE ADJ Vs CLEO NONE

(RUB STRONG)



COACHING POINTS

SERIES & PROTECTION CALF PATTERN 922 RUB SWING CONTROL F-CROSS/A
QUARTERBACK

P S L. SAFETIES READ ZONE/MAN DROP GUN 3 STEPS REG 5 ST

PROGRESSION

C.P. ZONE - SEE Y IN HOLE
MAN - ARROW TO 2 ROUTE

REC. ADJs VS CLEO X NONE Y NONE Z NONE Y's ADJ VS COV. 2 NONE

HALFBACK - H

PROTECTION ROUTE UNDER

C.P. SPLIT 3 YARDS FROM D.E. RELEASE NOW AT 3 YARDS AND
RUN ACROSS UNDER LB's

FULLBACK - F

PROTECTION ROUTE ARROW RELEASE

C.P. ALIGN 4½ YARDS FROM L.O.S. NOT OL - RELEASE NOW FOR ARROW.
ZONE - PUSH UP 2/3 YARDS; MAN - RUN ARROW ON L.O.S.

X

SPLIT NORMAL ROUTE 9 RELEASE OUTSIDE ADJ Vs CLEO NONE

Y

3 YARDS FROM
SPLIT INSIDE REC. ROUTE 2 RELEASE INSIDE ADJ Vs CLEO NONE
ADJ. VS. COV. 2: NONE

C.P. ANGLE AT MAN WHO HAS THE BACK MAN FOR MAN

Z

SPLIT NORMAL ROUTE FIRM 2 RELEASE VARIABLE ADJ Vs CLEO NONE

COACHING POINTS

SERIES & PROTECTION CALF PATTERN 595 SWING CONTROL F OPTION-F

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 3 STEP _____

PROGRESSION FB AND Z

- C.P.s: 1. BEST VS. MAN COVERAGE - LB'ER ON FB.
2. HIT FB ON BREAK.
3. ZONE COVERAGE ANTICIPATE FB BREAK.
4. ALERT S.A. TO FB

REC. ADJs VS CLEO X FADE Y _____ Z FADE ADJ VS COV. 2 Y-PC

HALFBACK - H

PROTECTION N.S.P.U. ROUTE FLAT

~~C.P.s: 1. FREE RELEASE - RUN FLAT VS ALL COVERAGES~~

FULLBACK - F

PROTECTION N.S.P.U. ROUTE _____ OPTION _____ RELEASE OUTSIDE

- C.P.s: 1. YOU HAVE FREE RELEASE, GET GOOD WIDTH ON RELEASE.
2. READ COVERAGE - RUN ROUTE OF COVERAGE - ALL OPTIONS, TECHNIQUES APPLY.
3. ALERT S.A. VS 1-MAN COMING YOUR SIDE

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO FADE

- ~~C.P.s: 1. MUST RECOGNIZE PRESS WITH JILL GOING AWAY FROM YOU.
WE WILL RUN 15 YARD OUT BREAK WITH PRESSURE ON D.B.
2. WE WILL RUN 5 RT VS 22 MAN
3. KNOW 1st DOWN YARDAGE NEEDED.~~

Y

SPLIT NORMAL ROUTE 9 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s: 1. SPLIT DISTANCE BETWEEN OT/2
2. NO FREE SAFETY - BREAK AT 12 YDS TO 22/25 YDS ON HASH
3. DOUBLED - TAKE THEM BOTH OFF
4. PRESS - 9 ALERT

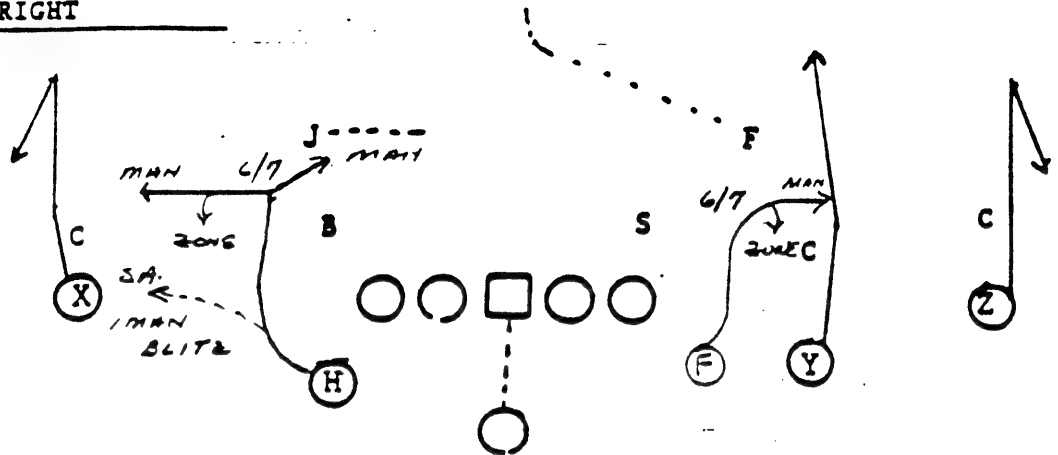
Z

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO FADE

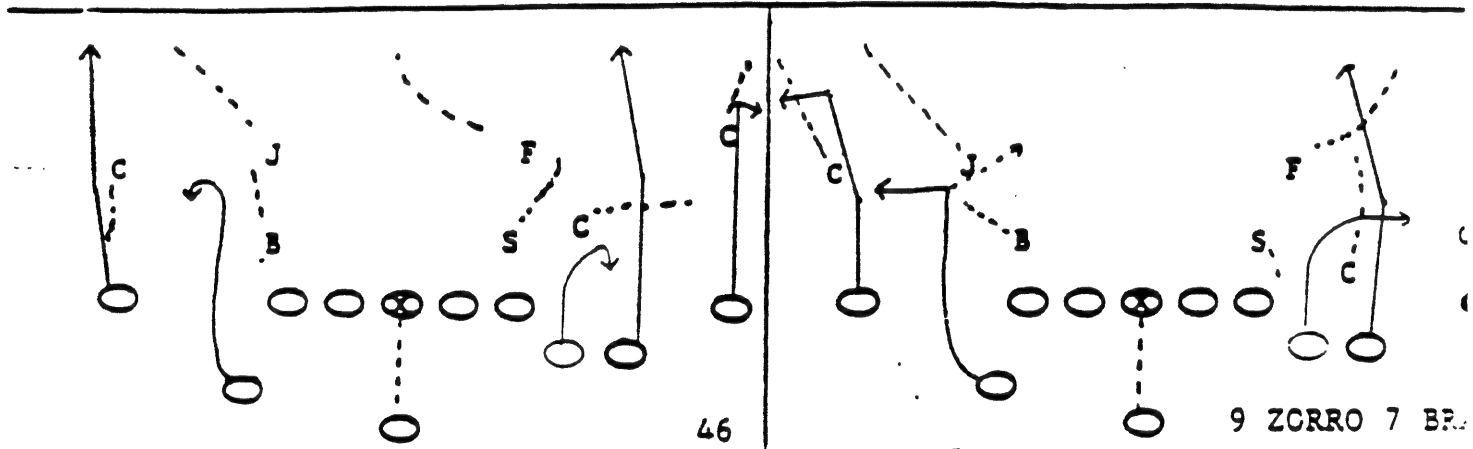
- C.P.s: 1. MUST RECOGNIZE DIFFERENCE BETWEEN 11 THIEF AND 22 MAN WITH PRESS ON YOU.
2. KNOW 1st DOWN YARDAGE NEEDED.

SERIES & PROTECTION BULL PATTERN 595 SWING CONTROL H OPTION READ
 AUDIBLE 95

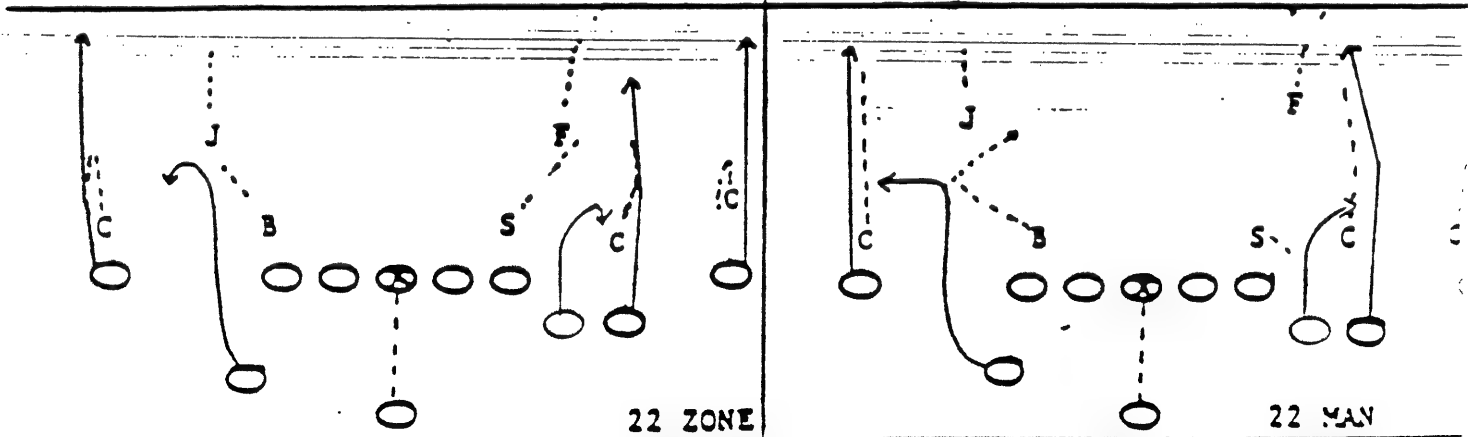
FORMATION GUN RIGHT



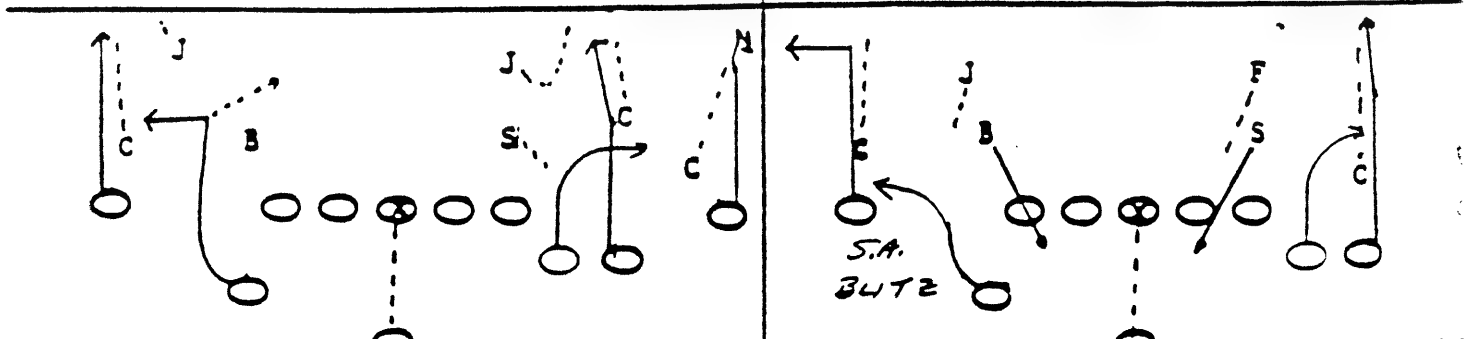
11 THIEF



9 ZORRO 7 BR.



22 MAN



COACHING POINTS

SERIES & PROTECTION BULL PATTERN 595 SWING CONTROL H-OPTION RE
QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 3 STEP

PROGRESSION H AND X

- C.P.s: 1. BEST VS. MAN COVERAGE - HIT HB ON BREAK.
2. ZONE COVERAGE ANTICIPATE HB PATTERN.

REC. ADJs VS CLEO X FADE _____ Y _____ Z FADE _____ ADJ VS COV. 2 Y-PC

HALFBACK - H

PROTECTION N.S.P.U. _____ ROUTE _____ OPTION _____

- ~~C.P.s:~~ 1. ~~YOU HAVE FREE RELEASE. GET WIDTH.~~
2. READ COVERAGE.
3. MAKE NORMAL OPTION ADJ. VS. MAN OR ZONE.
4. YOU SHOULD GET 6 TO 7 YARDS ON CATCH.
5. ALERT - S.A. VS ONE MAN COMING YOUR SIDE.

FULLBACK - F

PROTECTION N.S.P.U. _____ ROUTE _____ FLAT _____ RELEASE OUTSIDE

- C.P.s: 1. FREE RELEASE - RUN FLAT VS ALL COVERAGES

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO FADE

- ~~C.P.s:~~ 1. ~~MUST RECOGNIZE DIFFERENCE BETWEEN 11 THIEF AND 22 MAN~~
~~WITH PRESS ON YOU.~~
2. KNOW 1ST DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL ROUTE 9 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s: 1. SPLIT DISTANCE BETWEEN OT/2
2. NO FREE SAFETY - BREAK AT 12 YDS TO 22/25 YDS ON HASH
3. DOUBLED - TAKE THEM BOTH OFF
4. PRESS - 9 ALERT

Z

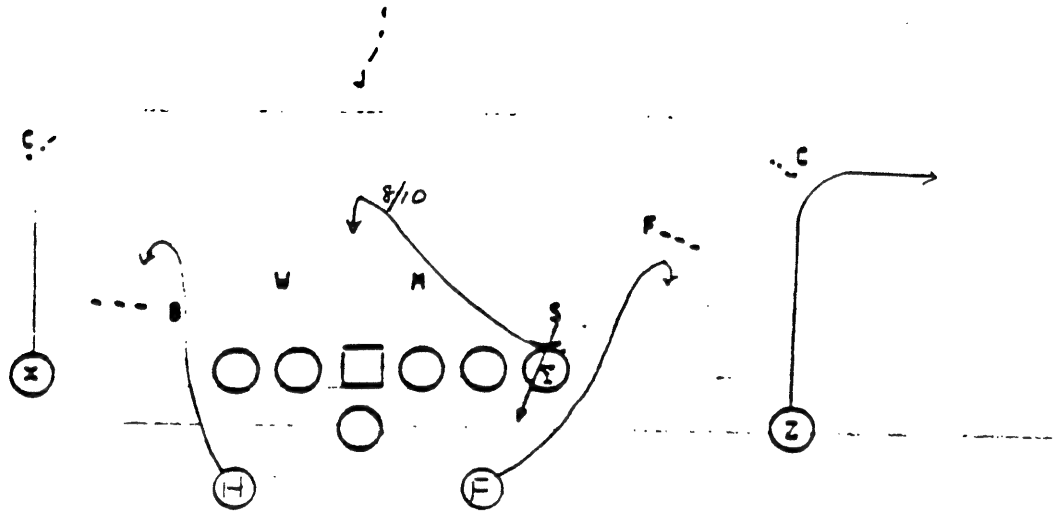
SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO FADE

- C.P.s: 1. MUST RECOGNIZE DIFFERENCE BETWEEN 11 THIEF AND 22 MAN
WITH PRESS ON YOU.
2. KNOW 1ST DOWN YARDAGE NEEDED.

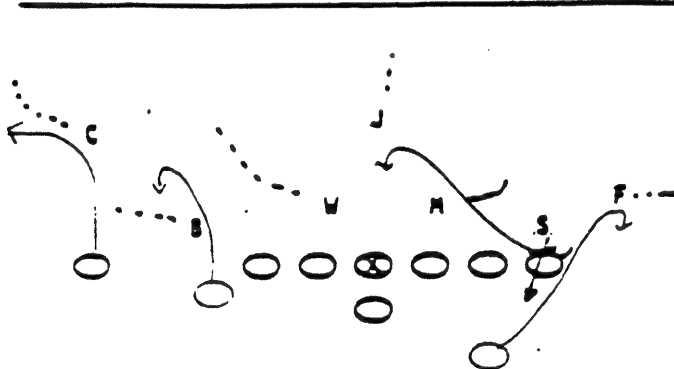
SERIES & PROTECTION CALF PATTERN 343 SWING CONTROL STOP

AUDIBLE DATE 22

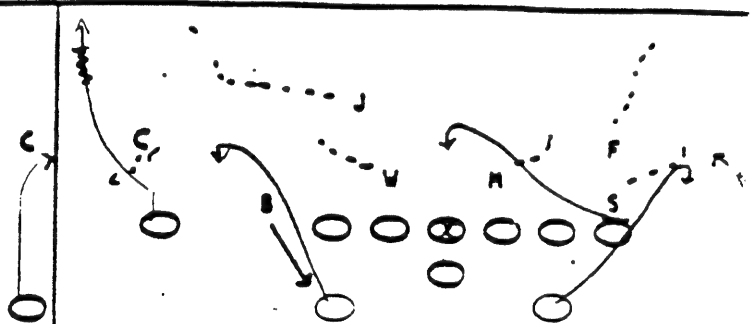
FORMATION SPLIT RT



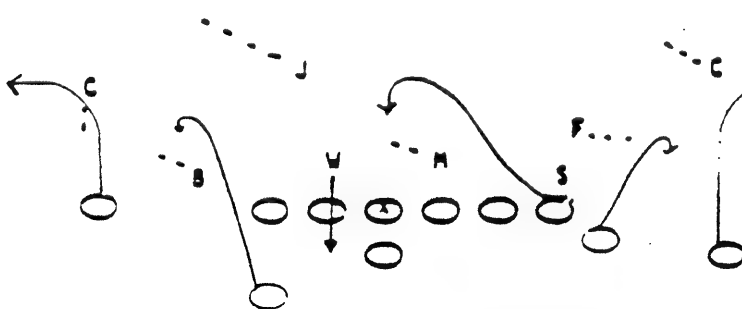
COVER 1 FREE



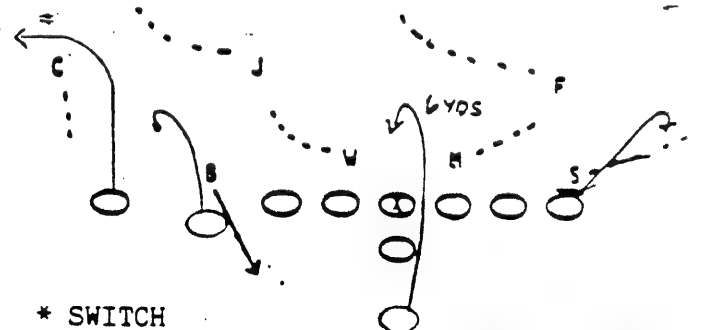
COVER 4



COVER 2

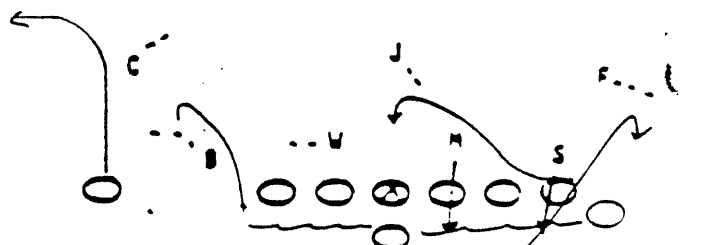
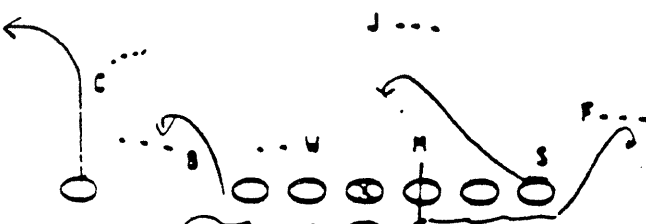


COVER 7



COVER 6 CLEO

* SWITCH



COACHING POINTS

SERIES & PROTECTION CALF PATTERN 343 SWING CONTROL STOP

QUARTERBACK

P S L. READ AWAY FROM JILL DROP 5 STEP

PROGRESSION Y TO BACK TO OUTSIDE RECEIVER

- C.P.'s
1. Y TO BACK ON WEAK SIDE
 2. 2 COVERAGE ALERT BACK ON WEAK SIDE TO Y
 3. MAN - THINK OUTSIDE RECEIVERS
 4. ALERT - 2 BLITZES WEAK HIT BACK - 2 STRONG HIT Y

REC. ADJs VS CLEO X Y Z Y's ADJ VS COV. 2

HALFBACK - H

PROTECTION CALF ROUTE STOP

1. FREE RELEASE - STOP ROUTE TAKES CARE OF ANY S.A.
(RUN LIKE CHOICE VS MAN)

FULLBACK - F

PROTECTION CALF ROUTE STOP RELEASE

- C.P.'s:
1. FREE RELEASE - STOP ROUTE TAKES CARE OF ANY S.A.
(RUN LIKE CHOICE VS MAN)

X

SPLIT ROUTE 3 RELEASE ADJ Vs CLEO

- C.P.'s:
1. 6 STEP SPEED CUT
 2. COV. 2 - FADE
 3. PRESS - 9 RT

Y

SPLIT ROUTE 4 RELEASE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.'s:
1. GOOD HEAD AND SHOULDER FAKE
 2. INSIDE RELEASE - PUSH UP 8 - 10 YARDS - FIND HOLE INSIDE
 3. VS MAN - STAY WITH ROUTE AT 8 - 10 YARDS

Z

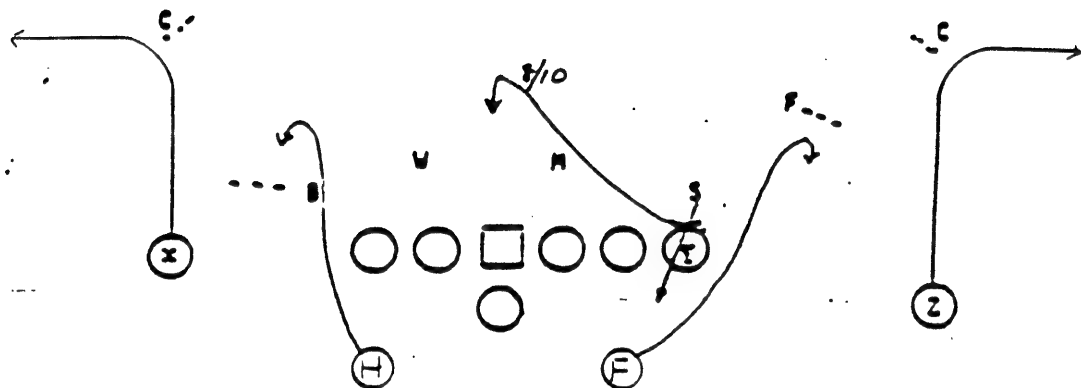
SPLIT ROUTE 3 RELEASE ADJ Vs CLEO

- C.P.'s:
1. 6 STEP SPEED CUT
 2. COV 2 - FADE
 3. PRESS - 9 RT

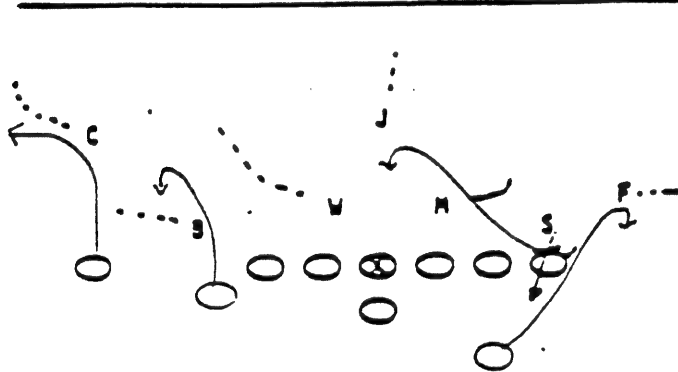
SERIES 6 PROTECTION BULL PATTERN 343 SWING CONTROL STOP

AUDIBLE BULL 83

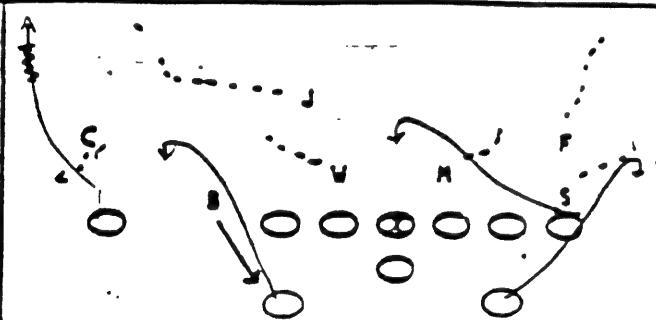
FORMATION SPLIT RT



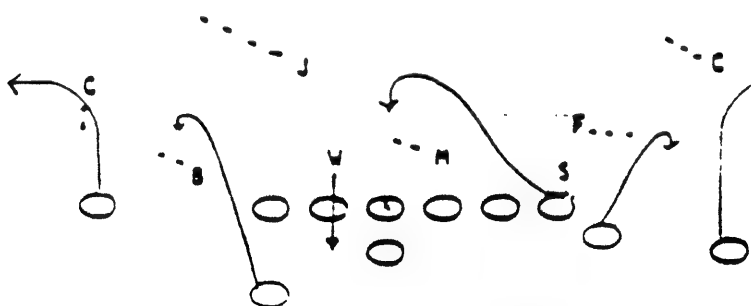
COVER 1 FREE



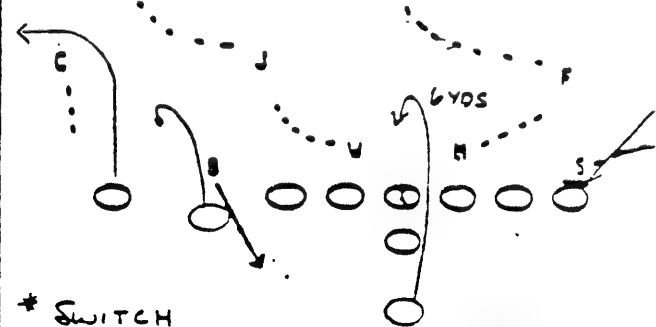
COVER 4



COVER

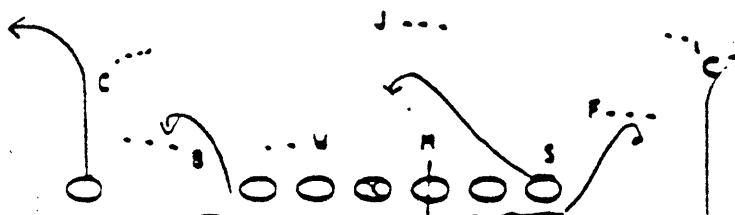


COVER 7



COVER 6 CLE

* SWITCH



SERIES & PROTECTION BULL PATTERN 343 SWING CONTROL STOP

P. S. 1. READ AWAY FROM JILL DROP 5 STEP

C.P.'s

1. Y TO BACK ON WEAK SIDE
2. 2 COVERAGE ALERT BACK ON WEAK SIDE TO Y
3. MAN - THINK OUTSIDE RECEIVERS
4. ALERT - 2 BLITZES WEAK HIT BACK - 2 STRONG HIT Y

REC. ADJs VS CLEO X _____ Y _____ Z _____ Y's ADJ VS COV. 2

PROTECTION	CALF	ROUTE	STOP
------------	------	-------	------

1. FREE RELEASE - STOP ROUTE TAKES CARE OF ANY S.A.
~~(RUN LIKE CHOICE VS MAN)~~

PROTECTION	CALF	ROUTE	STOP	RELEASE
------------	------	-------	------	---------

C.P.s: 1. FREE RELEASE - STOP ROUTE TAKES CARE OF ANY S.A.
(RUN LIKE CHOICE VS MAN)

SPLIT ROUTE 3 RELEASE ADJ Vs CLEO

C.P.'s: 1. 6 STEP SPEED CUT
2. COV. 2 - FADE
3. PRESS - 9 RT

SPLIT _____ ROUTE 4 RELEASE _____ ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

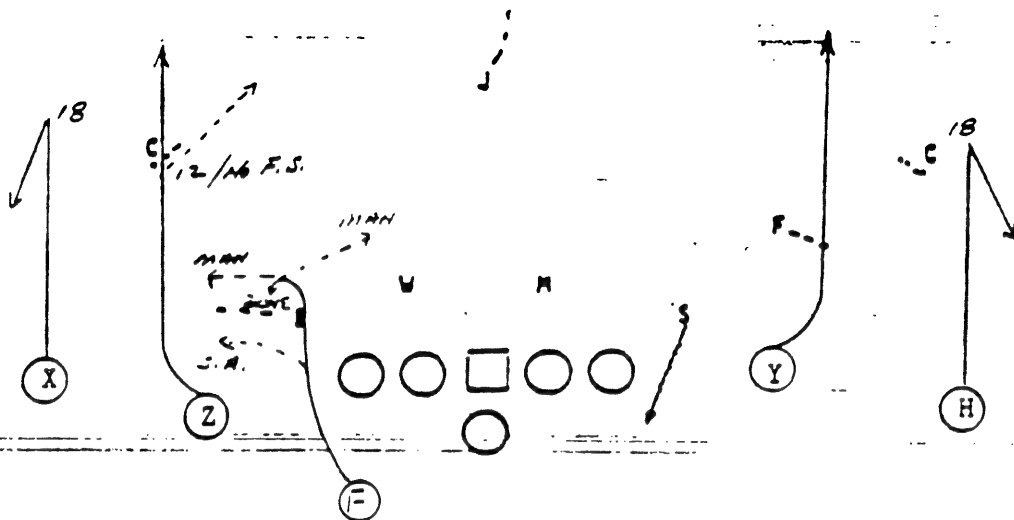
C.P.'s:

1. GOOD HEAD AND SHOULDER FAKE
2. INSIDE RELEASE - PUSH UP 8 - 10 YARDS - FIND HOLE INSIDE
3. VS MAN - STAY WITH ROUTE AT 8 - 10 YARDS

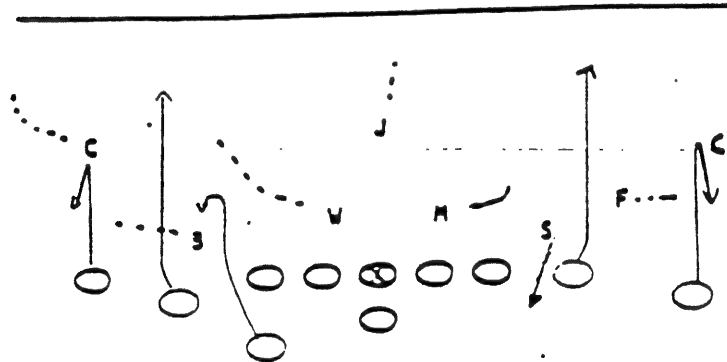
SPLIT ROUTE 3 RELEASE ADJ Vs CLEO

C.P.'s: 1. 6 STEP SPEED CUT
2. COV 2 - FADE
3. PRESS - 9 RT

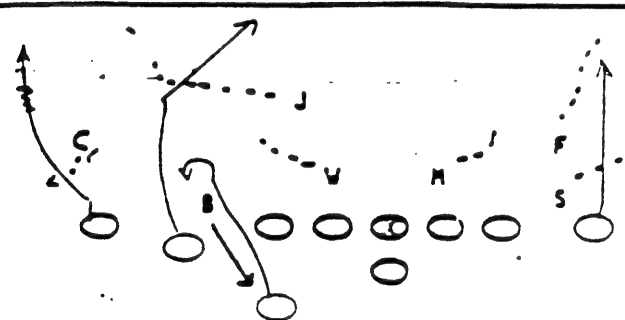
FORMATION FAR FLEX (8 Flyer)



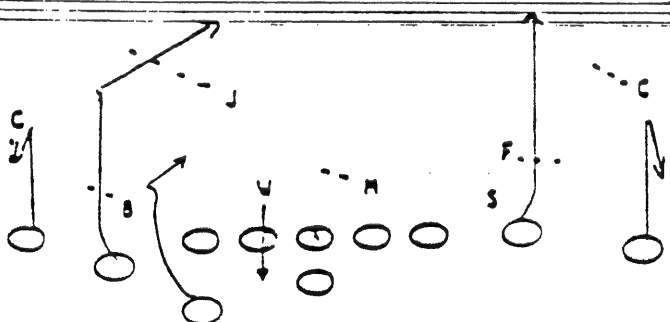
COVER 1 FREE



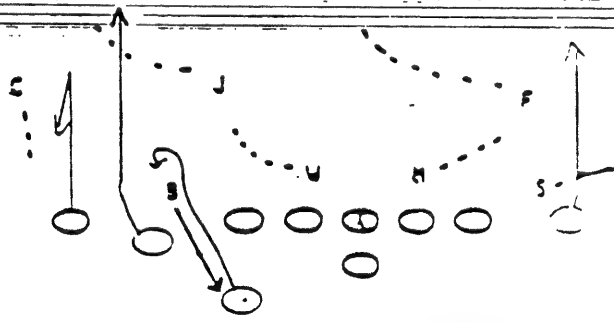
COVER 4



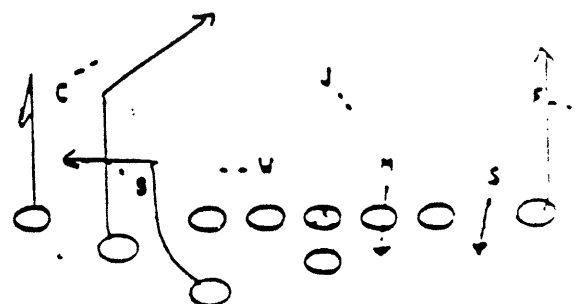
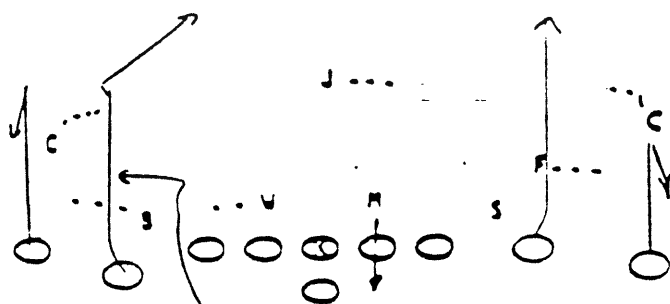
COVER 5



COVER 7



COVER 6 CLE



COACHING POINTS

SERIES & PROTECTION BULL PATTERN 995 SWING CONTROL H-COMEBACK
OPTION

QUARTERBACK

P S L. _____ READ SAFETIES DROP 7 STEP

PROGRESSION FB AND Z

- C.P.'s: 1. BEST VS MAN - LBer ON FB
2. ZONE - HIT FB IN HOLE
3. BE READY TO PLANT & THROW ON 7th STEP

REC. ADJs VS CLEO X FADE Y _____ Z POST Y's ADJ VS COV. 2 NON

HALFBACK - H

PROTECTION _____ ROUTE _____ COMEBACK _____

- C.P.'s: 1. SPLIT N+5 REL O.S. GO 18 YARDS COMING BACK TO 9
2. PRESS - NO ADJUST
3. CLEO - COVER 2 - FADE

FULLBACK - F

PROTECTION CALF ROUTE _____ OPTION _____ RELEASE +3 EMLOS

- C.P.'s: 1. FREE RELEASE OPTION ROUTE
2. 3-4 - MAC/STUB - S.A. ARROW (2 COME)
3. 4-0 - STUB - S.A. ARROW (1 COME)

X

SPLIT N+5 ROUTE 5 RELEASE _____ ADJ Vs CLEO _____

- C.P.'s: 1. SPLIT N+5 - 5 RT WITH ADJUSTMENTS

Y

SPLIT 1/2 H/OT ROUTE SEAM 9 RELEASE O.S. ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.'s: 1. RELEASE O.S. TO I.S. EDGE OF #'s - RUN SEAM 9 RT WITH
NO ADJUSTMENTS.

Z

SPLIT 1/2 X/OT ROUTE SEAM 9 RELEASE O.S. ADJ Vs CLEO POST

- C.P.'s: 1. RELEASE O.S. TO I.S. EDGE OF #'s - RUN SEAM 9 RT
2. NO FREE SAFETY IN MIDDLE JAB AT 12 YDS - POST (LIKE 99)

SERIES & PROTECTION CALF PATTERN 995 SWING CONTROL H-COMEBACK / OPTION
AUDIBLE 65

Diagram illustrating a 4-ball cover shot. The cue ball (C) is positioned on the left, and the 4-ball is on the right. The diagram shows the cue ball's path (dotted line) and the 4-ball's path (solid line) after being struck. The cue ball is labeled 'C' and the 4-ball is labeled '4'. The diagram is labeled 'COVER 4'.

A hand-drawn diagram of a golf course green. The green is represented by a series of circles and ovals. Various points are marked with letters: A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z. Arrows indicate a path or strategy, starting from point A and moving through points B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z. The word 'COVER' is written in the bottom right corner.

Diagram illustrating a pool rack setup (COVER 7) with balls numbered 1 through 7. The balls are arranged in a triangular pattern. Arrows indicate the cue ball's path, starting from the left, hitting ball 2, then ball 3, then ball 4, then ball 5, then ball 6, and finally ball 7.

[illegible]

COACHING POINTS

SERIES & PROTECTION CALF PATTERN 995 SWING CONTROL H-COMEBA
OPTION

QUARTERBACK

P S L. _____ READ SAFETIES DROP 7 STEP

PROGRESSION FB AND Z

- C.P.'s: 1. BEST VS MAN - LBER ON FB
2. ZONE - HIT FB IN HOLE
3. BE READY TO PLANT & THROW ON 7th STEP

REC. ADJs VS CLEO X FADE Y _____ Z POST Y's ADJ VS COV. 2 NON

HALFBACK - H

PROTECTION _____ ROUTE COMEBACK

- C.P.'s: 1. SPLIT N+5 REL O.S. GO 18 YARDS COMING BACK TO 9
2. PRESS - NO ADJUST
3. ~~CLEO - COVER 2 - FADE~~

FULLBACK - F

PROTECTION CALF ROUTE _____ OPTION _____ RELEASE +3 EMLOS

- C.P.'s: 1. FREE RELEASE OPTION ROUTE
2. 3-4 - MAC/STUB - S.A. ARROW (2 COME)
3. 4-0 - STUB - S.A. ARROW (1 COME)

X

SPLIT N+5 ROUTE 5 RELEASE _____ ADJ Vs CLEO _____

- C.P.'s: 1. SPLIT N+5 - 5 RT WITH ADJUSTMENTS

Y

SPLIT 1/2 H/OT ROUTE SEAM 9 RELEASE O.S. ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.'s: 1. RELEASE O.S. TO I.S. EDGE OF #'s - RUN SEAM 9 RT WITH
NO ADJUSTMENTS.

Z

SPLIT 1/2 X/OT ROUTE SEAM 9 RELEASE O.S. ADJ Vs CLEO POST

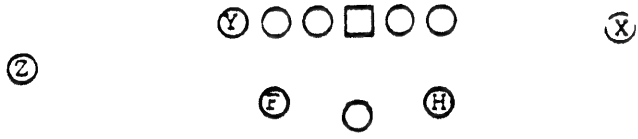
- C.P.'s: 1. RELEASE O.S. TO I.S. EDGE OF #'s - RUN SEAM 9 RT
2. NO FREE SAFETY IN MIDDLE JAB AT 12 YDS - POST (LIKE 99)

NICKEL PACKAGE

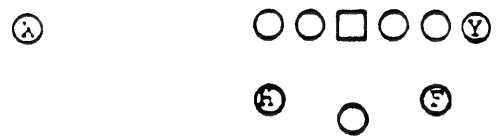
FORMATIONS

RUNS/SCREENS

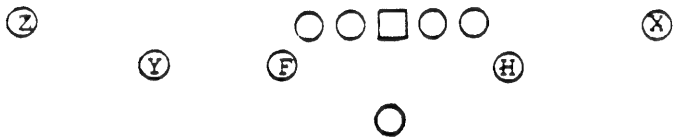
PASS

SHOTGUN FORMATIONS

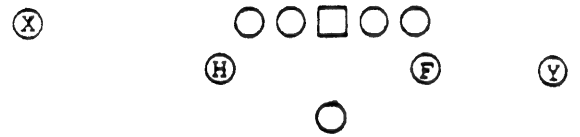
GUN SPLIT LEFT



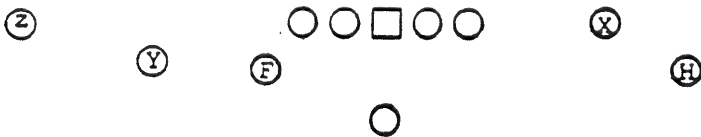
GUN SPLIT RIGHT



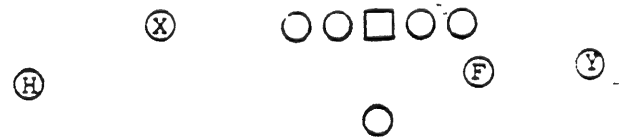
GUN LEFT



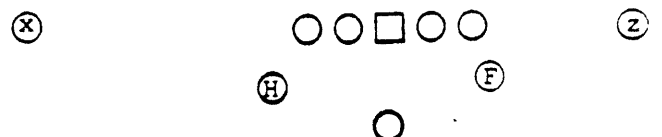
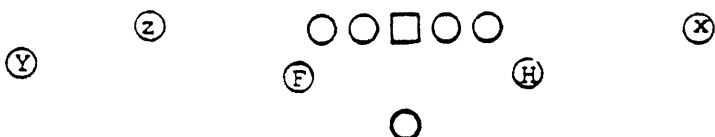
GUN RIGHT



GUN DIG LEFT

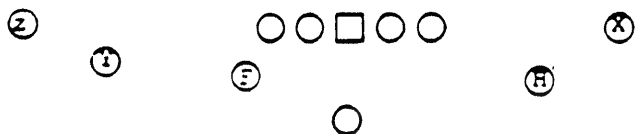


GUN DIG RIGHT

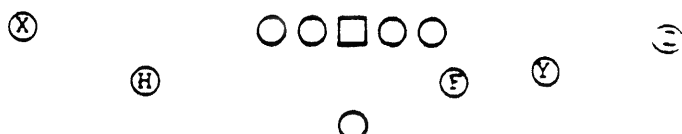


SHOTGUN FORMATIONS (Con't.)

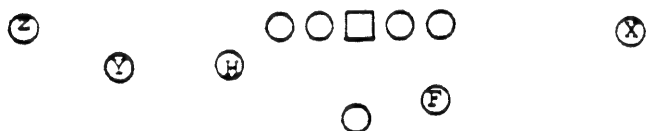
3



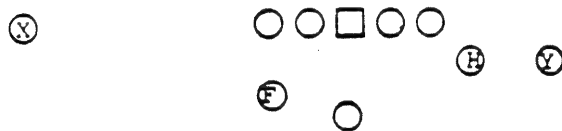
GUN DUEL LEFT



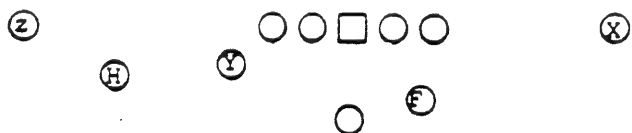
GUN DUEL RIGHT



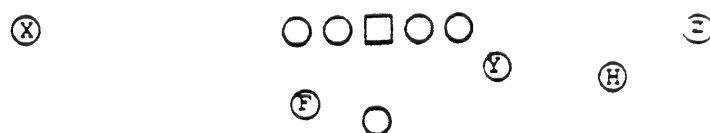
GUN TRIPS LEFT



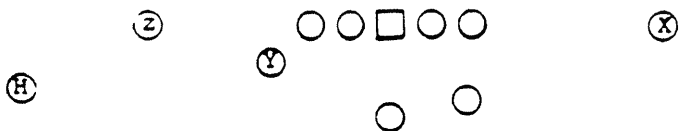
GUN TRIPS RIGHT



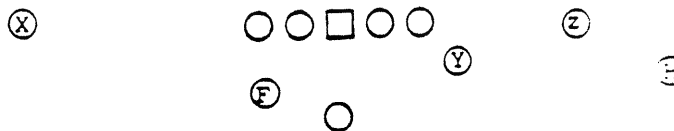
GUN TWIN LEFT



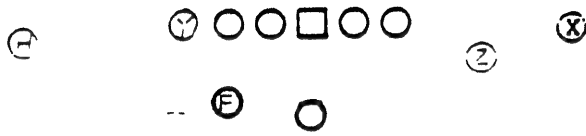
GUN TWIN RIGHT



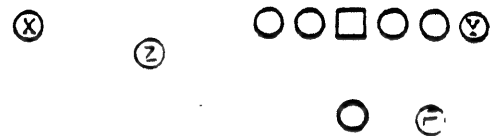
GUN TRIO LEFT



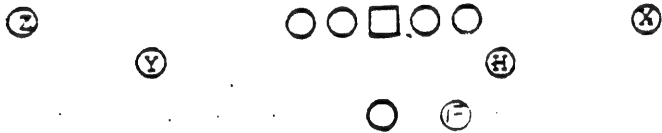
GUN TRIO RIGHT

SHOTGUN FORMATIONS

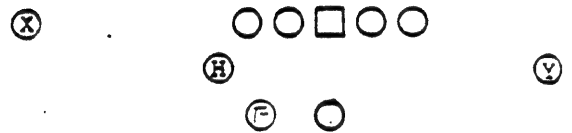
GUN FAR LEFT



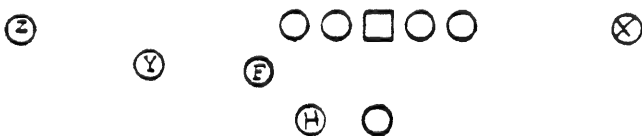
GUN FAR RIGHT



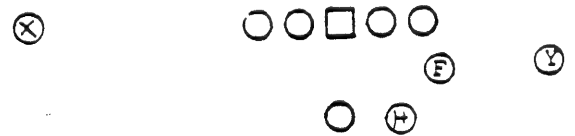
(UNDER) U GUN LEFT



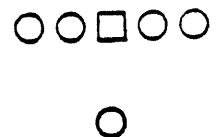
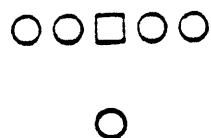
(UNDER) U GUN RIGHT



(OVER) O GUN LEFT



(OVER) O GUN RIGHT



NICKEL RUNS/SCREENS

CTR 34-35

38-39 BIM SWEEP

32-33 TRAP (32-33 DIRECT)

34-35 LEAD DRAW

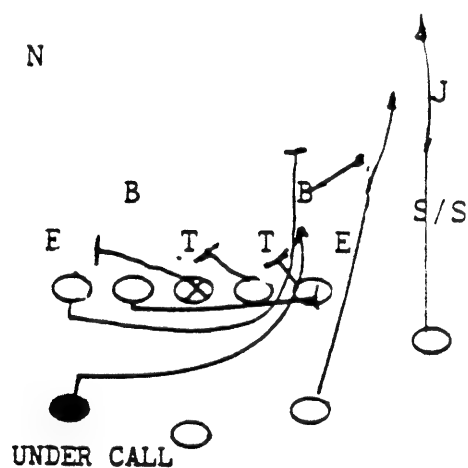
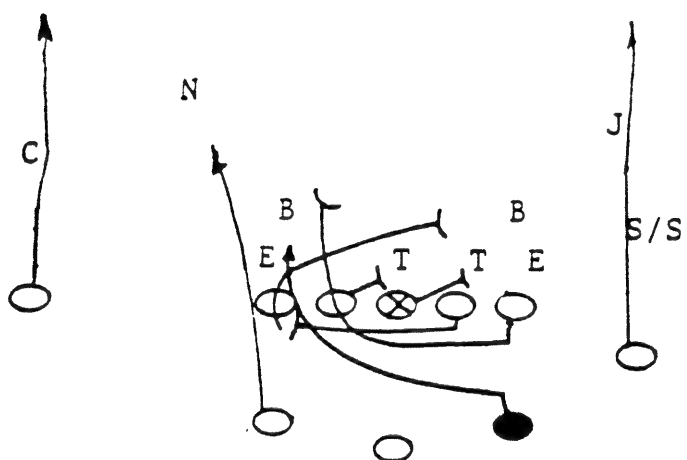
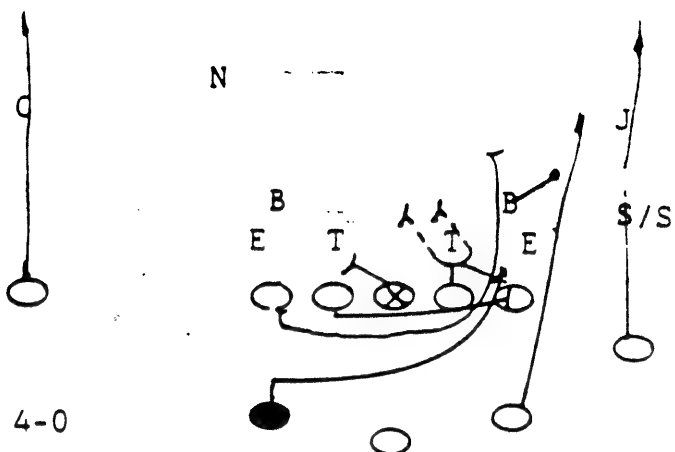
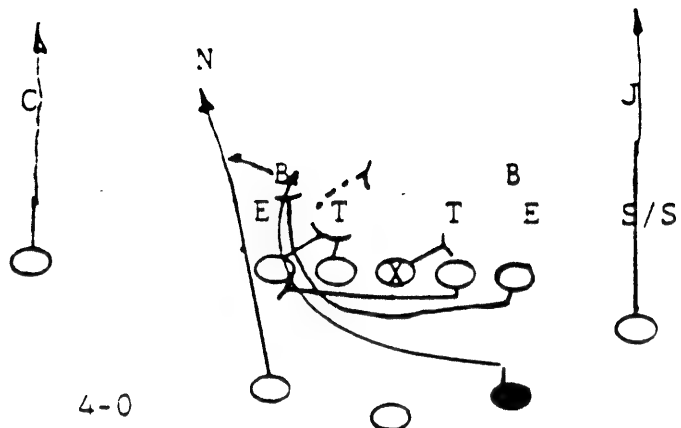
H SHOVEL AT 4

FK 38 - THROWBACK

QB DRAW

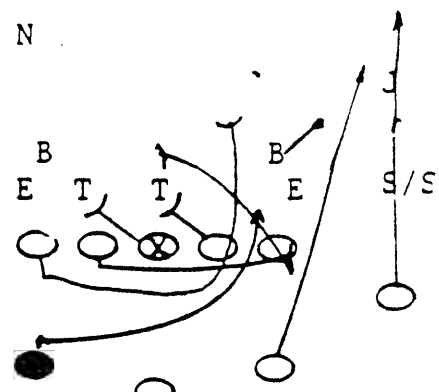
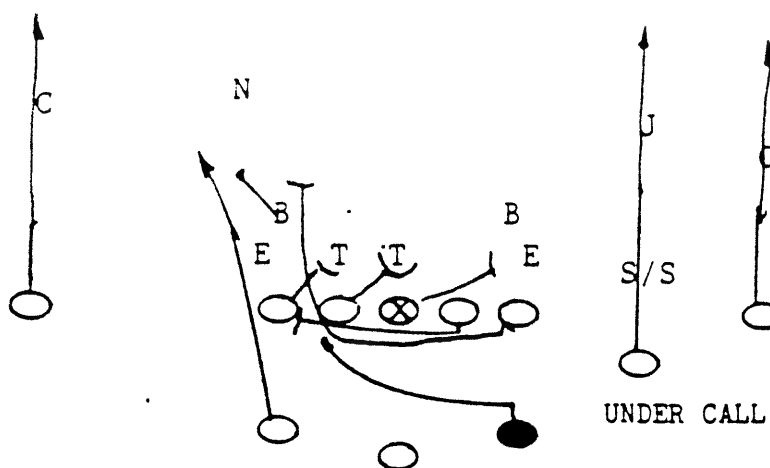
SCREEN LT TO F

929 F CROSS TRAIL



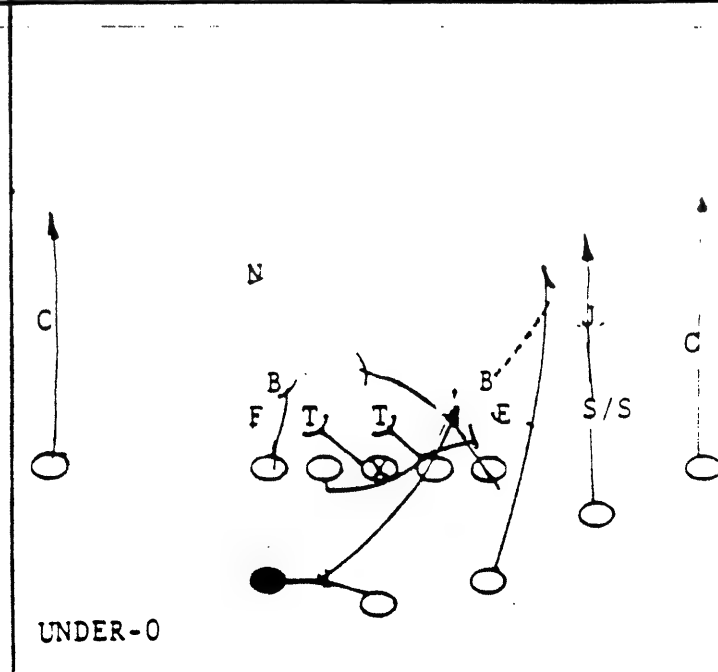
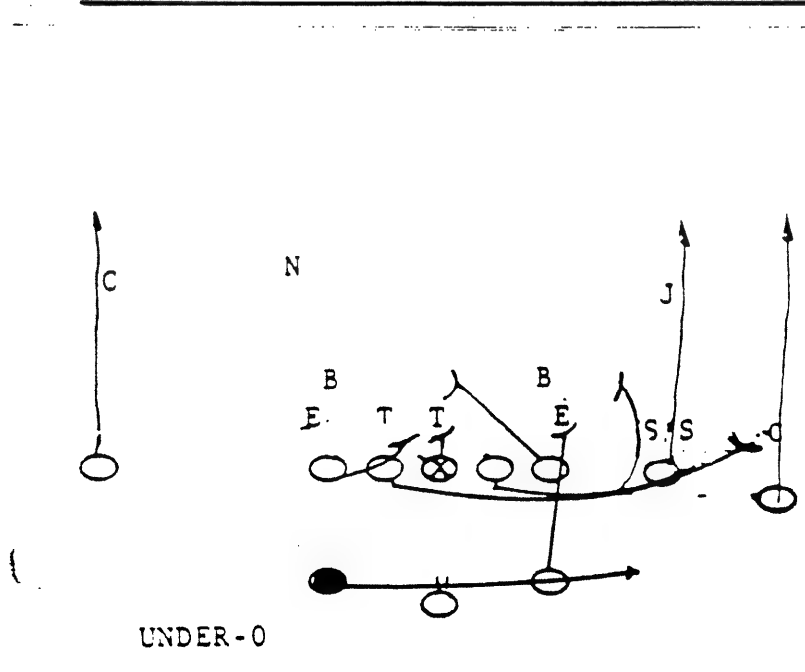
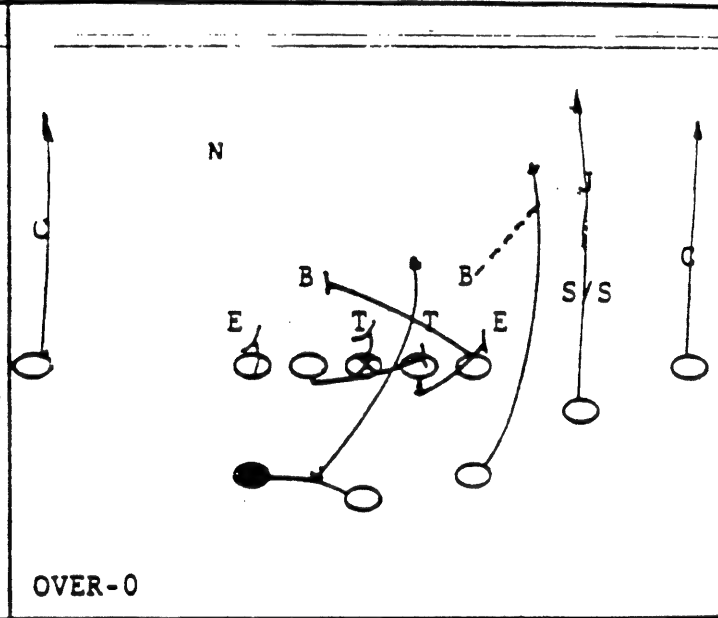
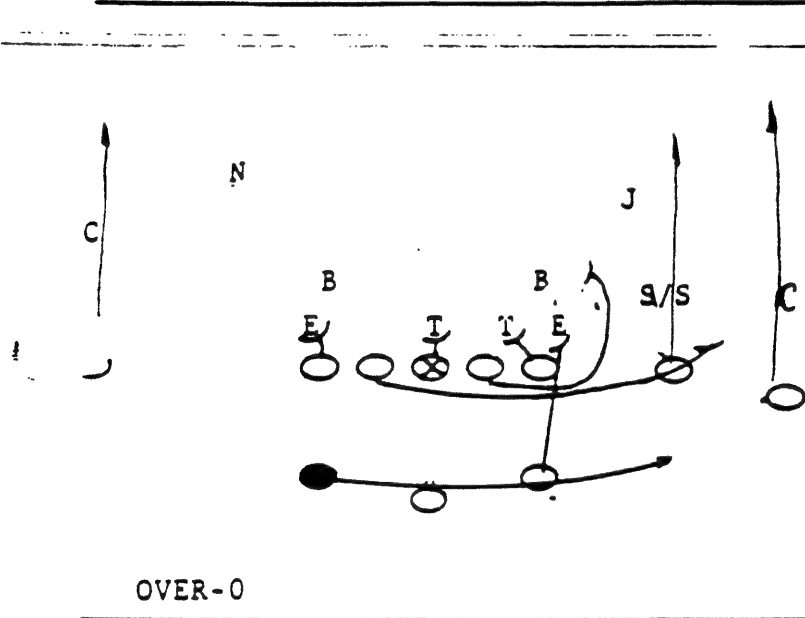
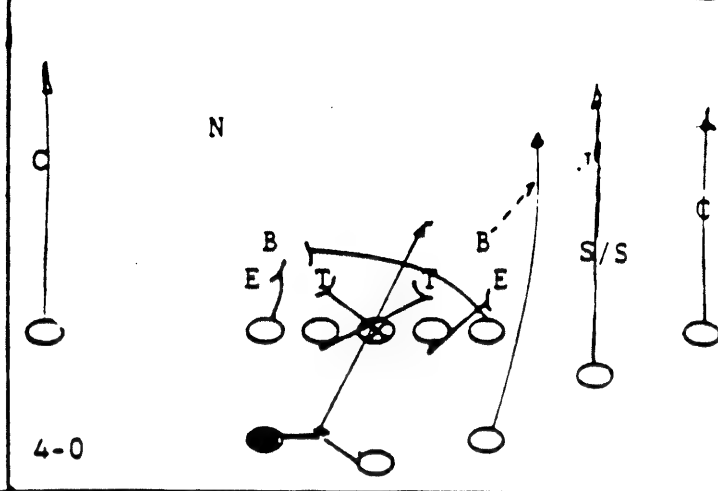
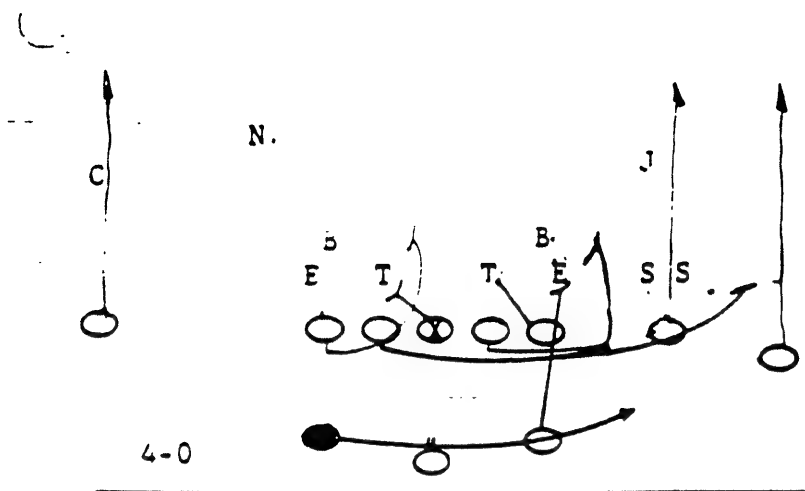
OVER-0

OVER-0



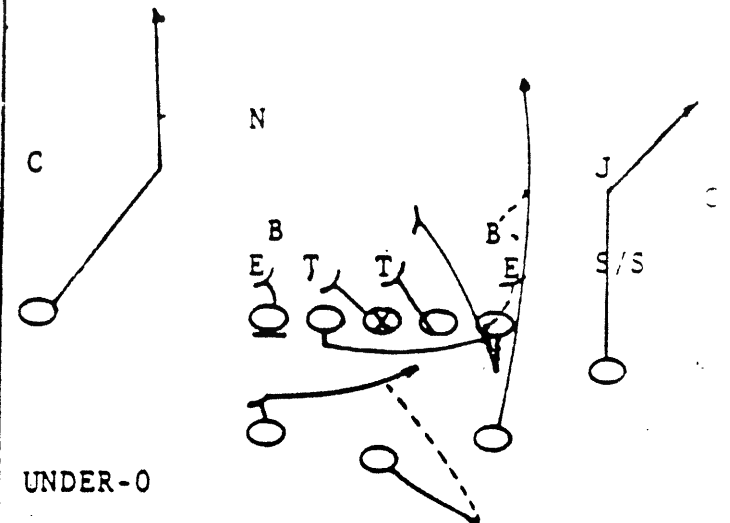
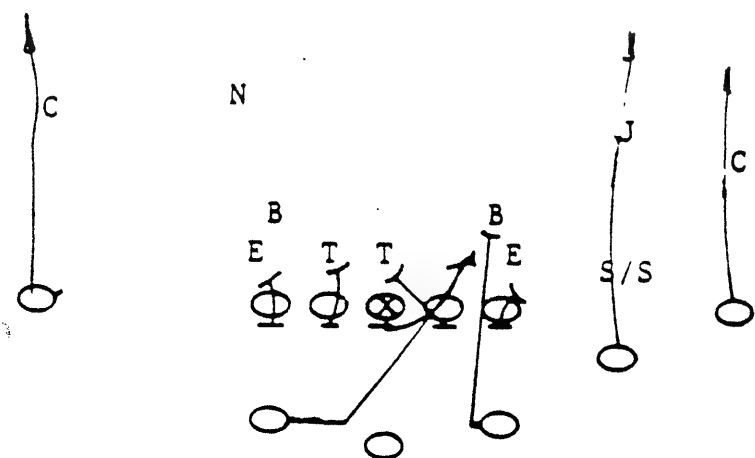
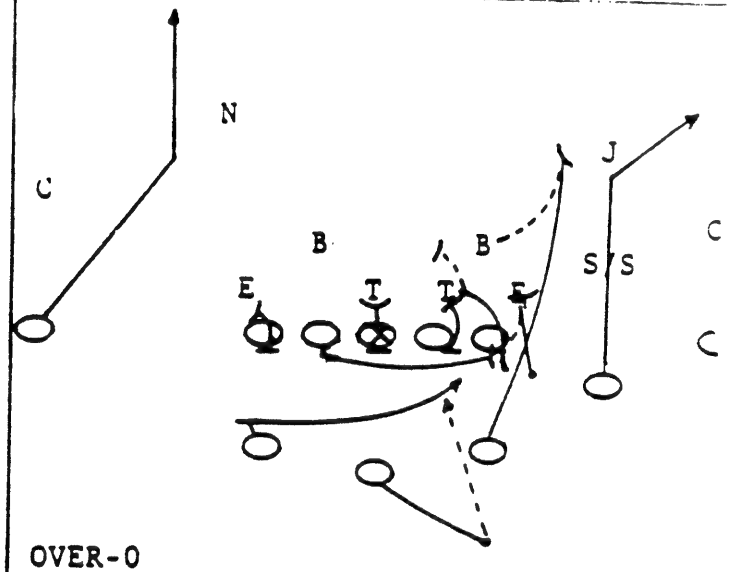
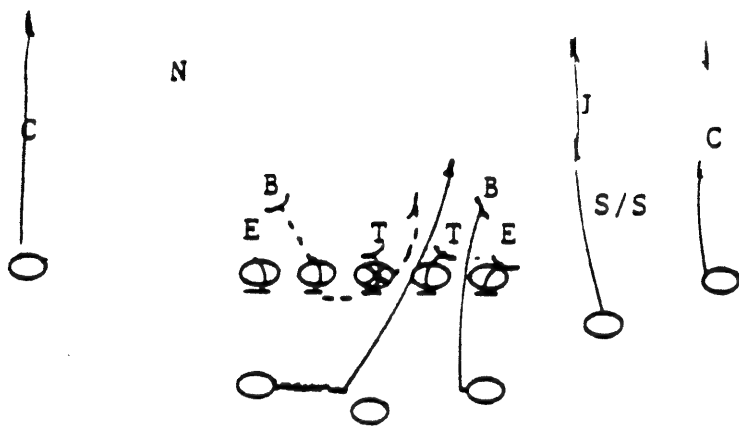
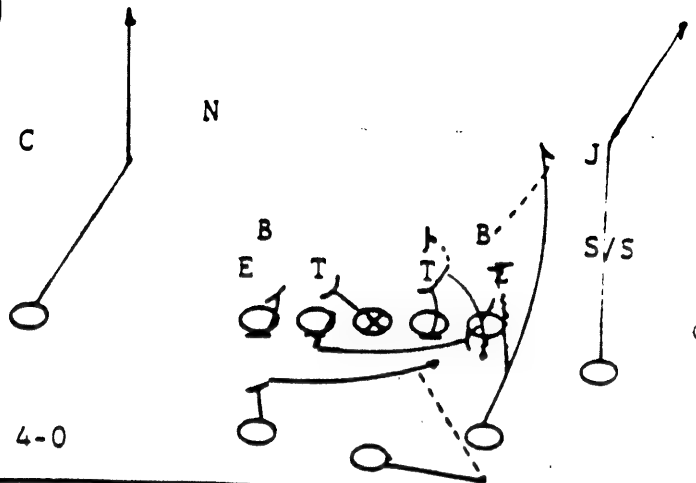
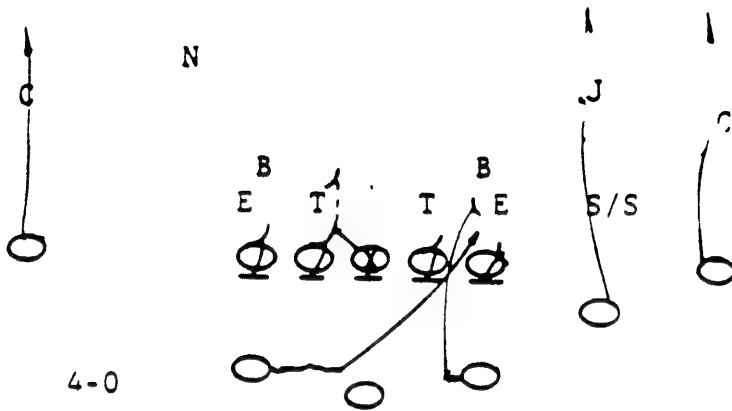
PLAY ZIN GUN SPLIT - RT 38-39 BIM SWP

PLAY GUN RT - 32-33 TRAP (32-33 DIRECT)

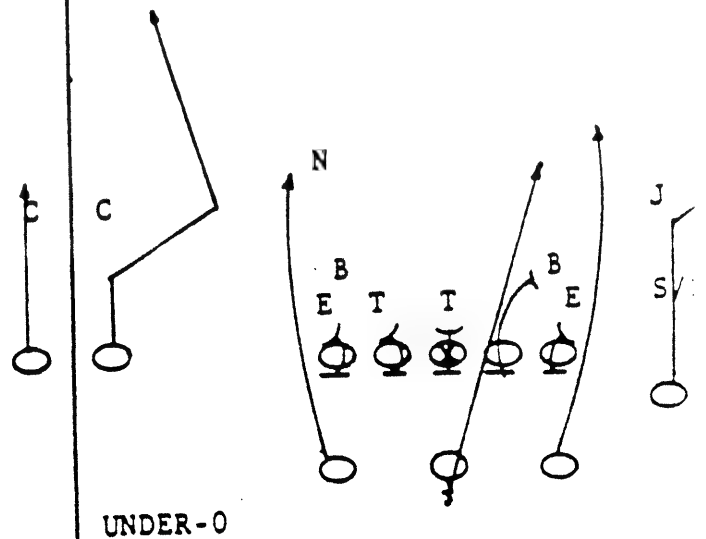
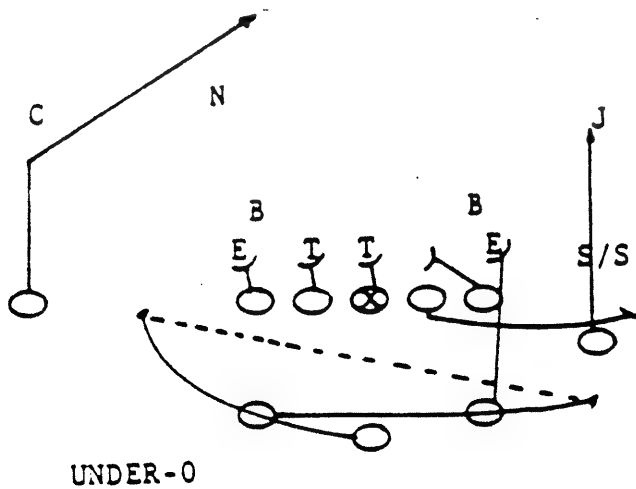
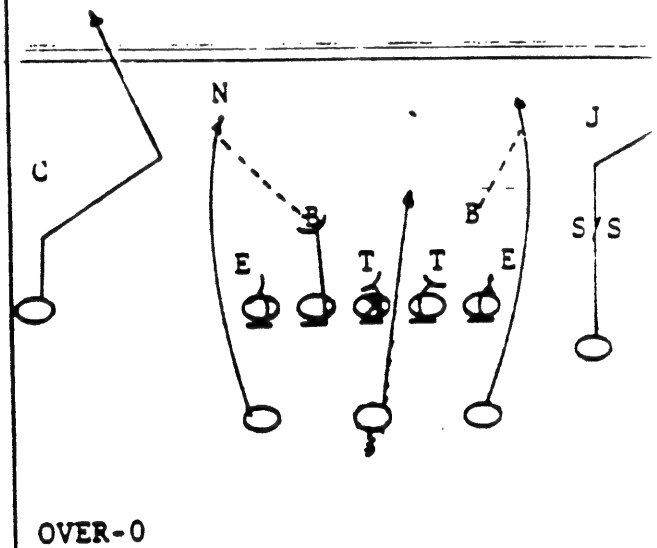
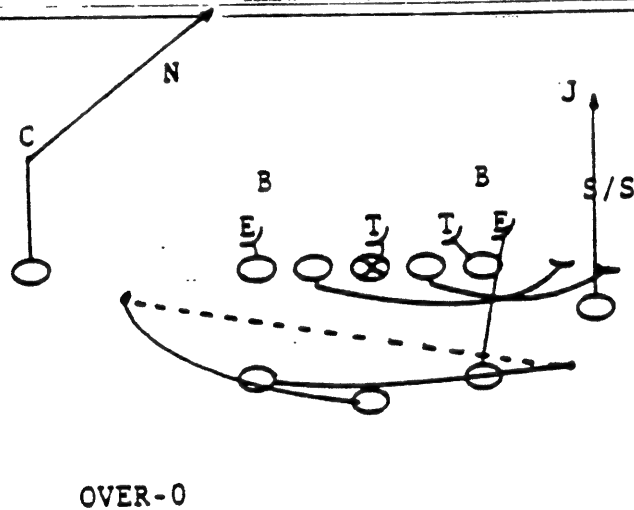
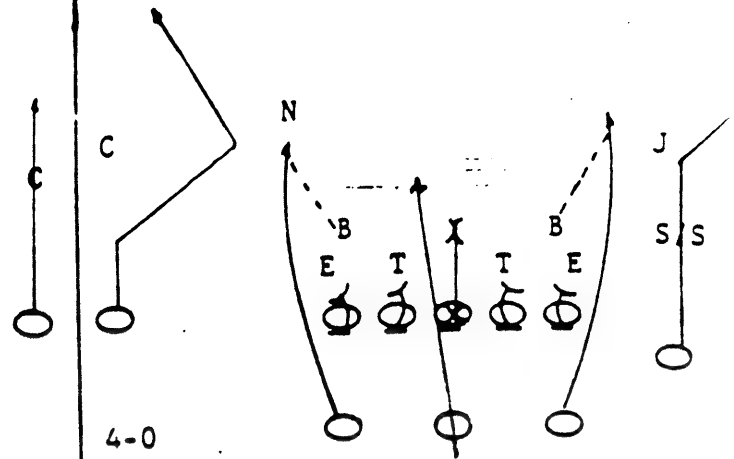
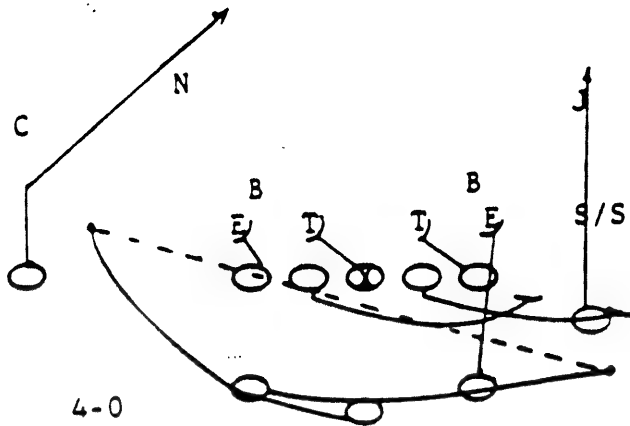


PLAY GUN RT - 34-35 LEAD DRAW

PLAY GUN RT - H SHOVEL AT 4



PLAY GUN RT - FK 38 SWP-BIM THROW BACK PLAY GUN R - QB DRAW



NICKEL PASSES

FLARE 545 READ AUD 85

FLARE 566 F FLAT IN AUD 86 Flare 6 Rt

CUBS AUD 93 Y OR H OPTION

CUBS 326 H-UP AUD 91 * Plus Territory 6 becomes Flare 2

CUBS 343 DBL CHOICE AUD 93

CUBS 726 H-CROSS AUD 97 16yd 6 Rt.

CUBS 999 H-UP AUD 99

CUBS 595 H-OPTION AUD 95

CUBS 695 H-READ CHECK AUD 96

CUBS 466 H-READ

~~CUBS 272 H-FLAG R AUD 92~~

RICKY 595 F OPTION AUD 65

RICKY Y GET OPEN AUD 60

RICKY 619 F FLAG

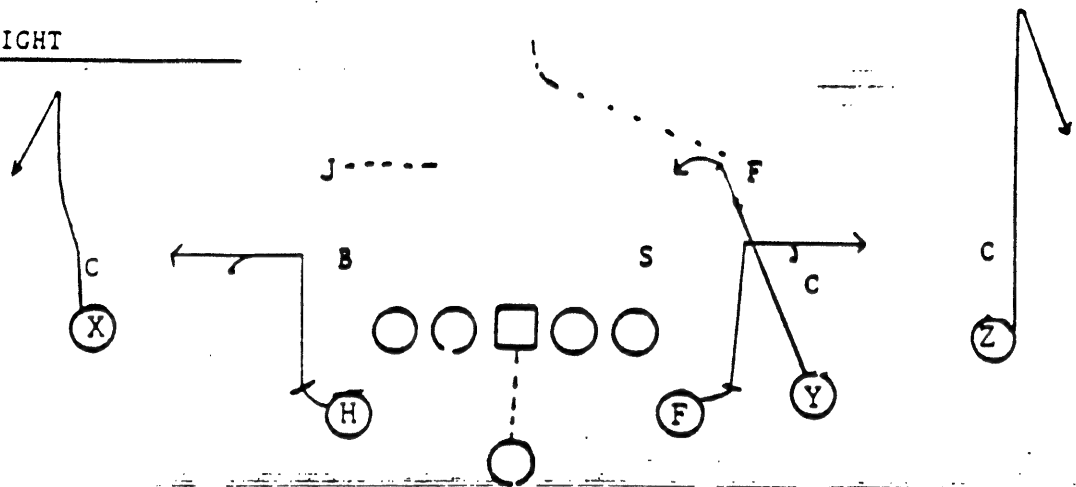
CUBS 272 X GET OPEN

CUBS 272 Z GET OPEN

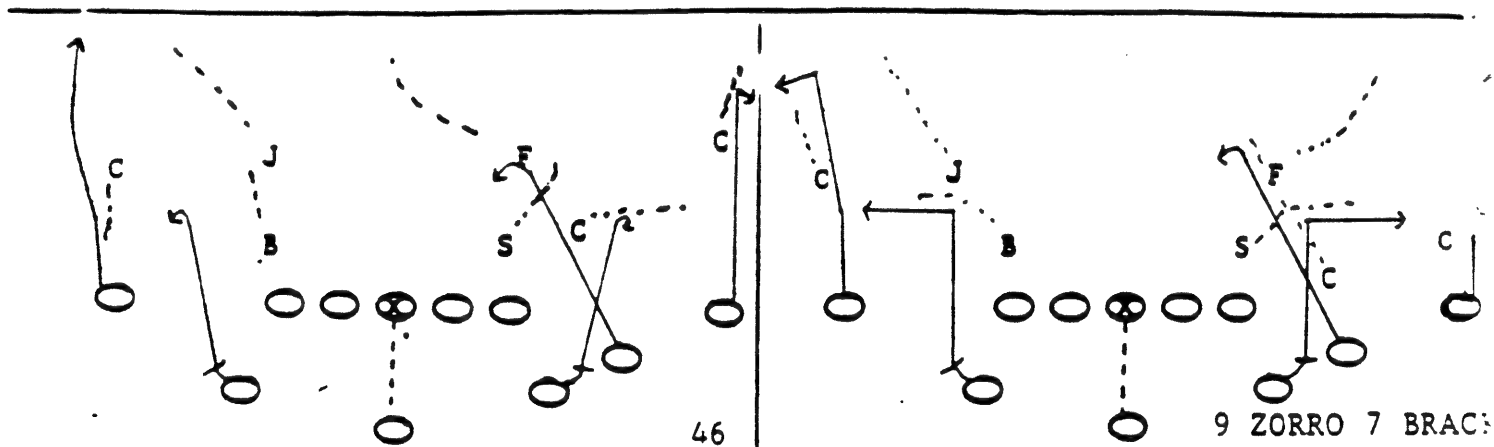
CUBS ZZ6 X CROSS H SHOOT AUD 90

RICKY ZZ6 X CROSS F SHOOT AUD 66

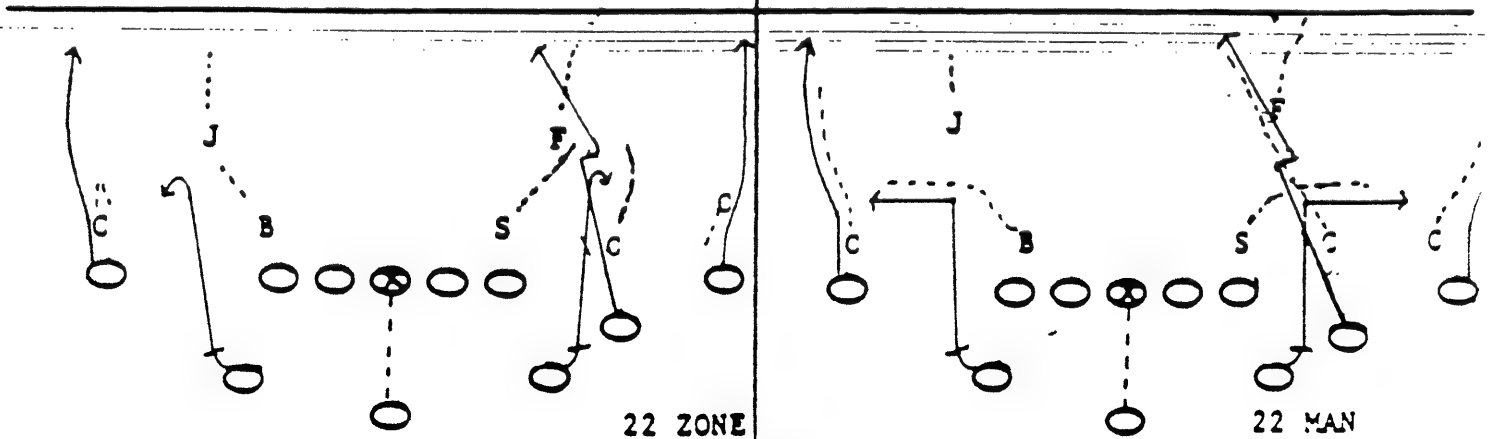
SIGHT ADJUST BLITZ CONTROL



11 THIEF

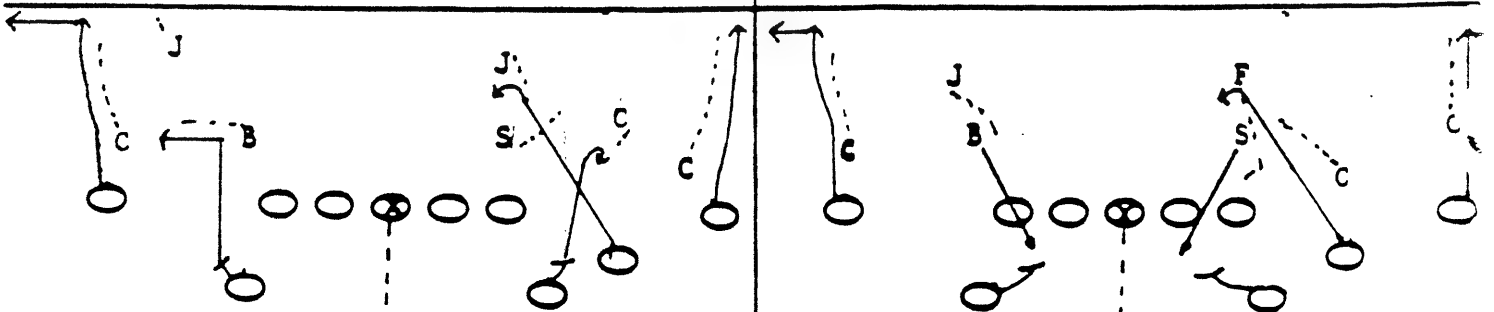


9 ZORRO 7 BRAC



22 ZONE

22 MAN



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 545 SWING CONTROL READ

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 5 STEP _____

PROGRESSION OUTSIDE RECEIVER TO BACK TO Y

C.P.s: 1. GOOD VS. MAN OR ZONE.
2. ALERT BACKS WILL RUN FLATS IF MAN.
3. ALERT Y GOES TO POST ON 22 COVERAGE.

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION	S.P.U.	BUCK	ROUTE	READ

C.P.s: 1. CK BUCK - NO DOG RUN READ ROUTE.

FULLBACK - F

PROTECTION	S.P.U.	STUB	ROUTE	READ	RELEASE	OUTSIDE
------------	--------	------	-------	------	---------	---------

C.P.s: 1. CK STUB - NO DOG RUN READ ROUTE.

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

C.P.s: 1. NORMAL 5 ROUTE PROPERTIES.
2. KNOW 1ST DOWN YARDAGE.

Y

SPLIT TIGHTER ROUTE 4 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

C.P.s: 1. NORMAL MIDDLE 4 PROPERTIES.
2. KNOW 1ST DOWN YARDAGE NEEDED.

2

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

C.P.s: 1. NORMAL 5 ROUTE PROPERTIES.
2. KNOW 1ST DOWN YARDAGE NEEDED.

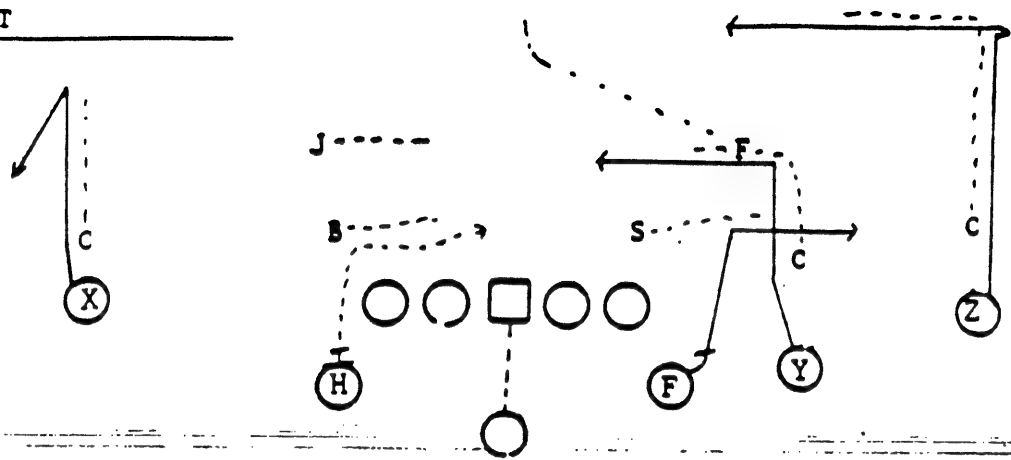
SERIES & PROTECTION FLARE

PATTERN 566

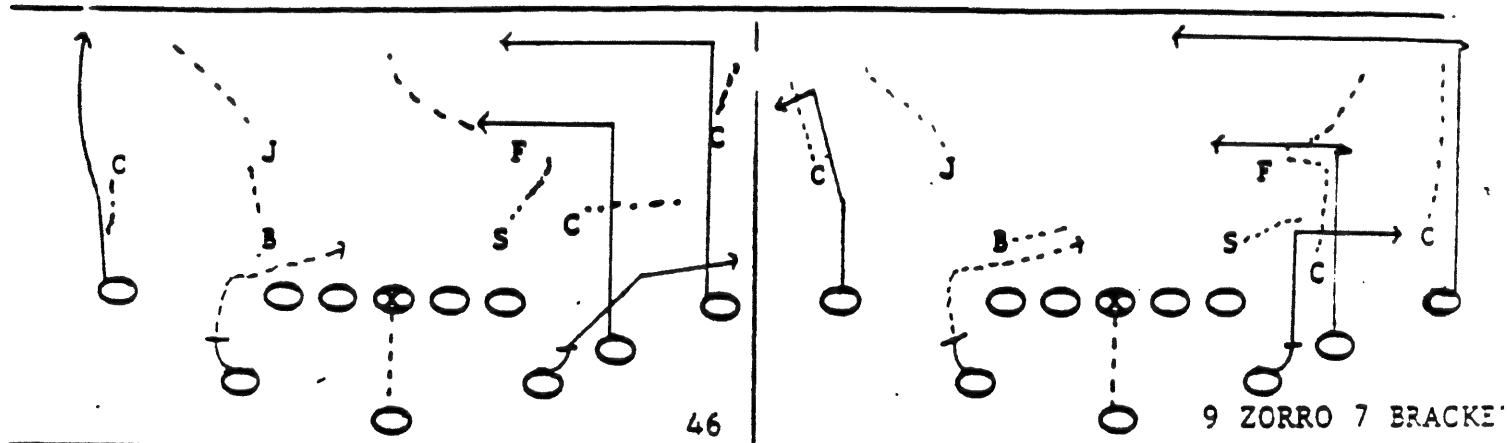
SWING CONTROL F FLAT IN

AUDIBLE 86

FORMATIONGUN RIGHT

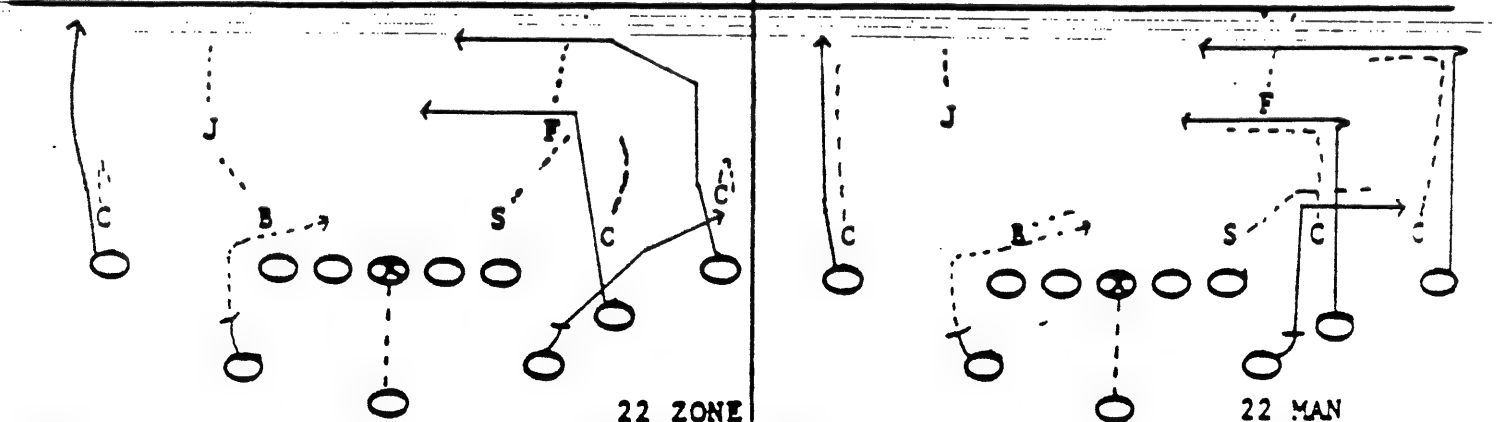


11 THIEF



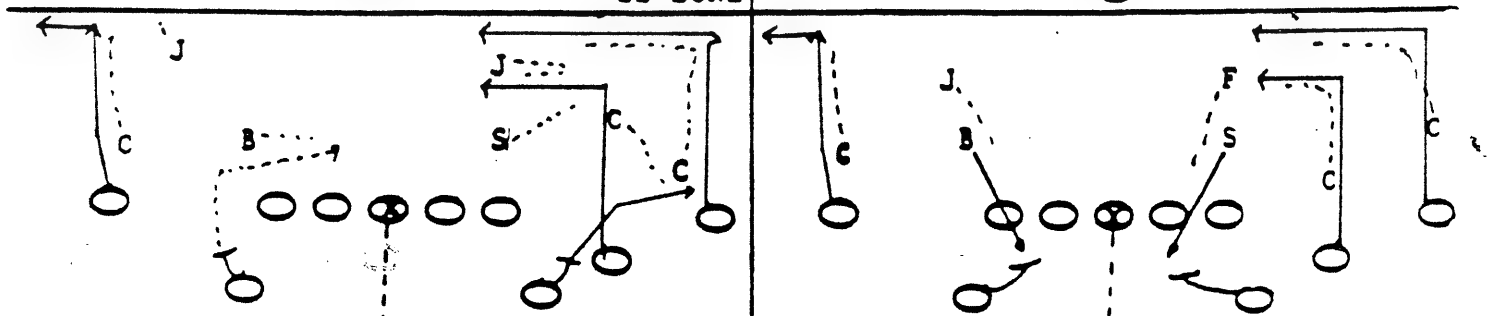
46

9 ZORRO 7 BRACKET



22 ZONE

22 MAN



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 566 SWING CONTROL F FLAT IN
QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 5 STEP

PROGRESSION Z TO Y TO F

- C.P.s: 1. THINK OF Z WITH Y CLEARING INSIDE & FB IN FLAT.
2. ALERT POST 6 BY Z VS. 22 COVERAGE.
3. ALERT 5 ROUTE BY X IN PRE SNAP LOOK.

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE IN

- ~~C.P.s:~~ 1. ~~S.P.U. BUCK.~~
2. NO DOG RUN IN ROUTE.
3. YOU MAY RELEASE INSIDE OR OUTSIDE.

FULLBACK - F

PROTECTION S.P.U. STUB ROUTE FLAT RELEASE OUTSIDE

- C.P.s: 1. NO DOG - RUN FLAT ROUTE.

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- ~~C.P.s:~~ 1. ~~NORMAL 5 ROUTE PROPERTIES.~~
2. KNOW 1ST DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL ROUTE 6 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. B.P. IS 14 YARDS.
2. MUST CROSS AT LEAST TO WEAK GUARD BEFORE SETTLING IN
A ZONE HOLE.
3. VS. PRESS CONVERT TO RUN AWAY.

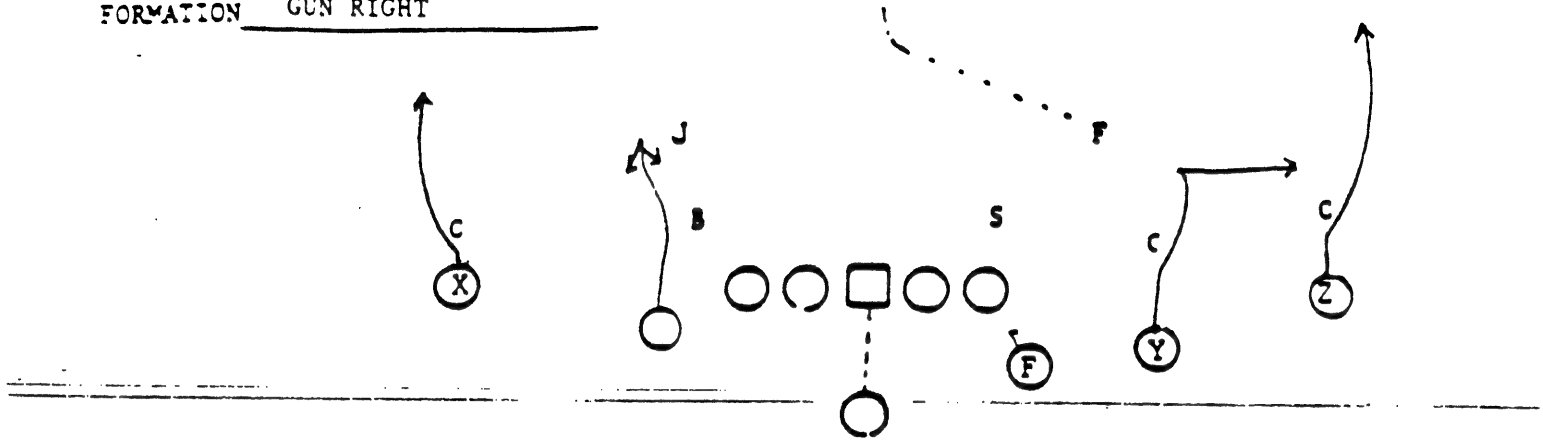
Z

SPLIT MAX ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. B.P. IS 18 YARDS.
2. CONVERT TO POST - 6 VS. 22 ZONE.
3. VS. PRESS - CONVERT TO 14 YARD RUN AWAY.

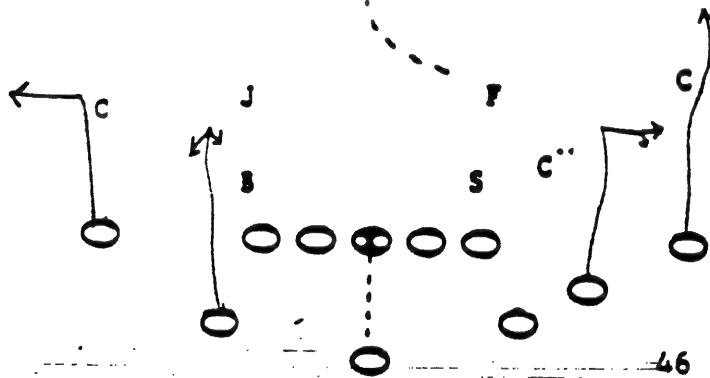
SERIES & PROTECTION CUBS PATTERN AUD 93 Y OPTION SWING CONTROL H CHO.
 AUDIBLE _____
 OR 93 H READ

FORMATION GUN RIGHT

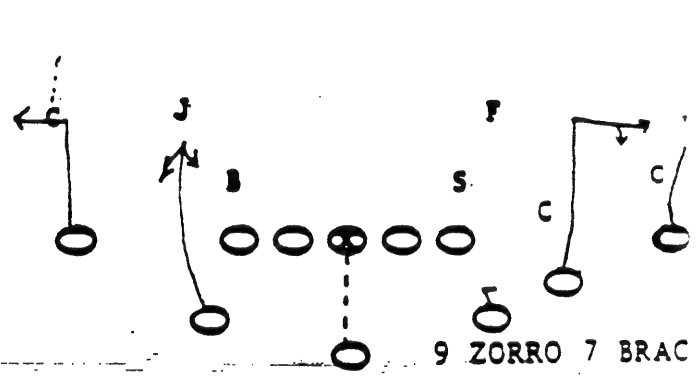


11 THIEF

AUD 93 Y OPTION

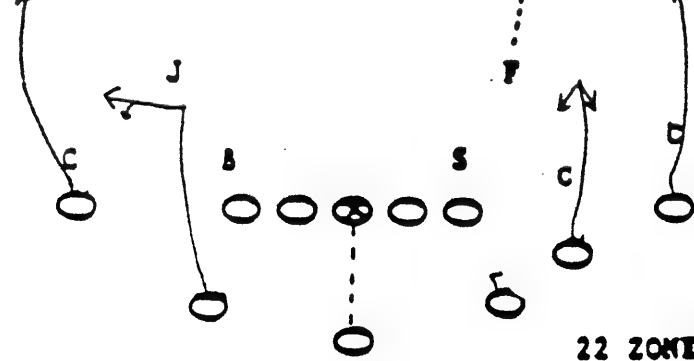


AUD 93 Y OPTION

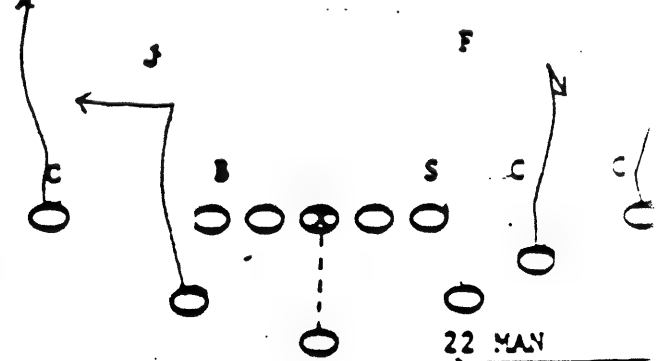


9 ZORRO 7 BRAC

AUD 93 H READ

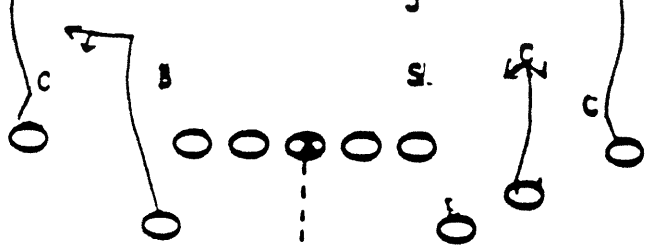


AUD 93 H READ

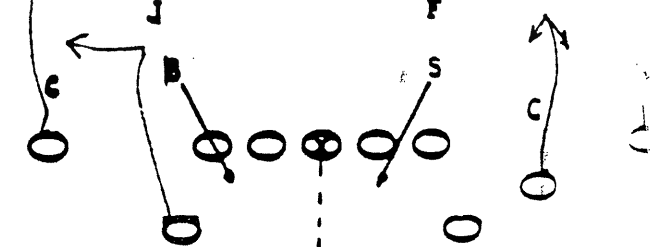


22 MAN

AUD 93 H READ



AUD 93 H READ



COACHING POINTS

1

SERIES & PROTECTION CUBS PATTERN 93/Y-OPTION SWING CONTROL CHOICE/READ
QUARTERBACK
/OR H-READ

P.S.L. _____ READ _____ SAFETIES _____ DROP 3 STEP

PROGRESSION

- C.P.s: 1. ALERT TO HIT OPTION ROUTE IF MAN UNDER.
2. ALERT TO HIT CHOICE ROUTE IF ZONE UNDER.
3. G.P. WILL DETERMINE Y OR H AS STARTING POINT.
4. OUTSIDE RECEIVER TO SIDE OF OPTION WILL ALWAYS RUN 9.

REC. ADJs VS CLEO X _____ Y _____ Z _____ Y's ADJ VS COV. 2 _____

HALFBACK

PROTECTION N.S.P.U. CUBS ROUTE _____ CHOICE/READ _____

- C.P.s: 1. CHOICE ROUTE IF NOT CALLED ON OPTION.
2. 8 YARDS AND ANGLE BACK ON CHOICE - LEVERAGE AWAY FROM CLOSEST COVER MAN.
3. 8 YARD OPTION OUT CUT VS MAN - OUTSIDE RECEIVER WILL ALWAYS CLEAR ON 9 ROUTE.

FULLBACK

PROTECTION S.P.U. CUBS ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. CHECK INSIDE TO OUTSIDE LB'ers
2. NO DOG CHECK BASE

X

SPLIT NORMAL ROUTE 3/9 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. ~~NORMAL 3 ROUTE PROPERTIES IF NO OPTION CALL YOUR SIDE.~~
2. NORMAL 9 ROUTE PROPERTIES IF OPTION CALL YOUR SIDE.

Y

SPLIT NORMAL ROUTE 4-CHOICE RELEASE BEST ADJ Vs CLEO NONE
OPTION

ADJ. VS. COV. 2: NONE

- C.P.s: 1. CHOICE ROUTE IF NOT CALLED ON OPTION.
2. 20 YARD OUT CUT IF CALLED ON OPTION - SIT DOWN IF COVER OUTSIDE YOU.

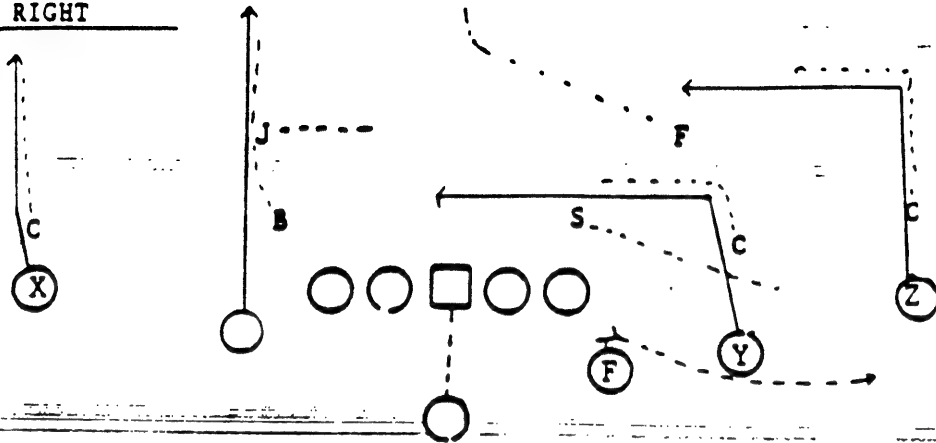
Z

SPLIT NORMAL ROUTE 3/9 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ

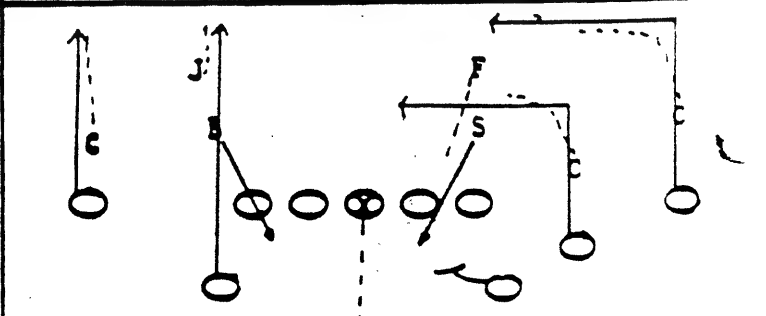
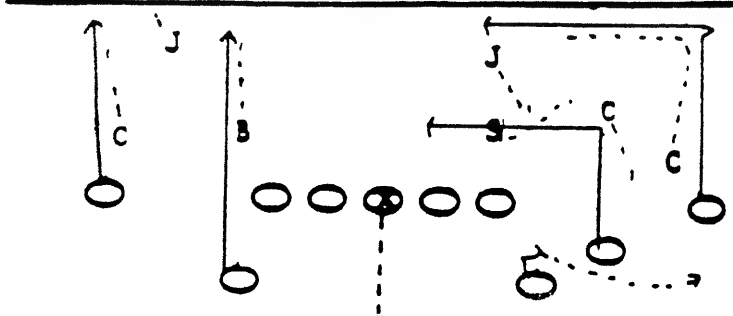
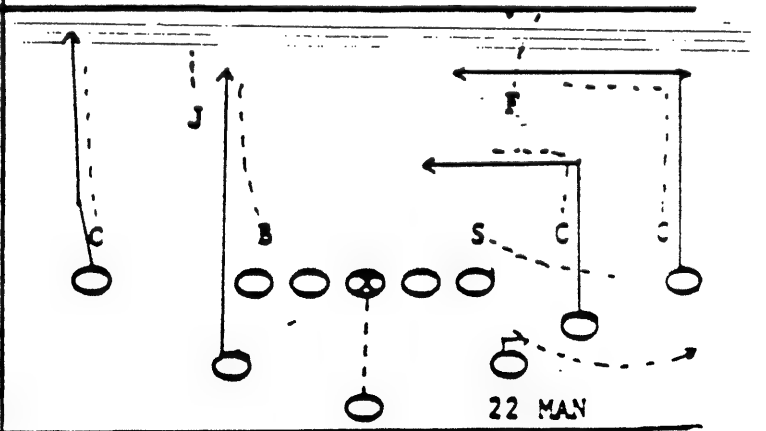
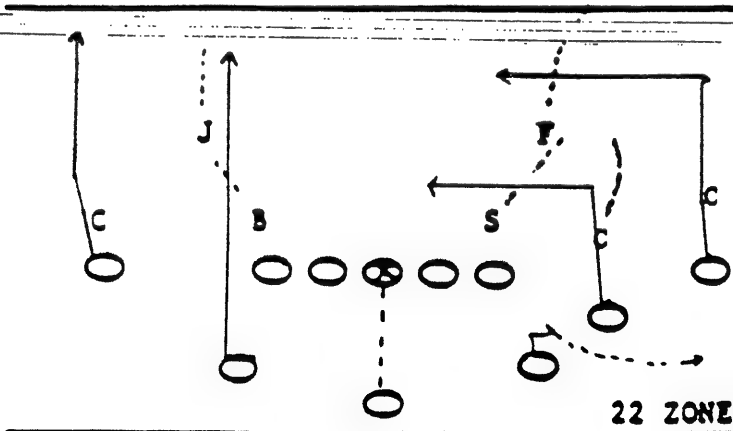
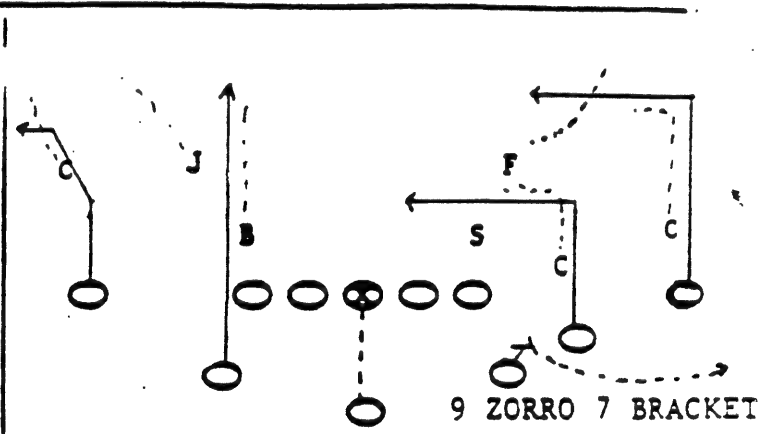
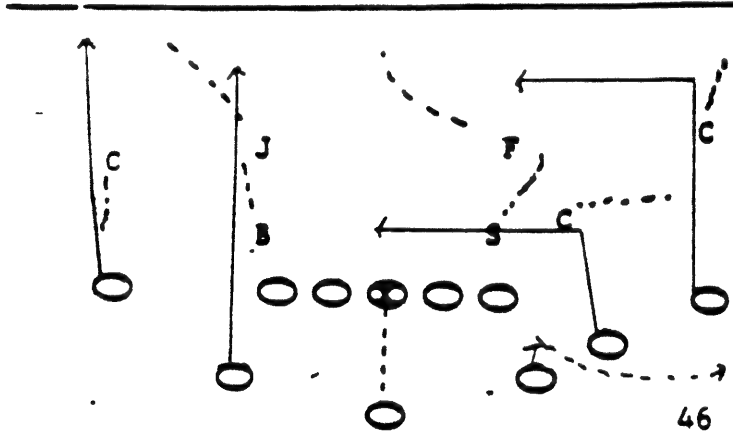
- C.P.s: 1. NORMAL 3 IF CHOICE YOUR SIDE
2. NORMAL 9 IF OPTION YOUR SIDE

SERIES & PROTECTION CUES PATTERN 326 SWING CONTROL H UP
 AUDIBLE 91

FORMATION GUN DUEL RIGHT



11 THIEF



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 326 SWING CONTROL H UP

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 3 STEP

PROGRESSION Y TO Z

- C.P.s: 1. BEST VS. MAN - 3RD 4, 5, 6, 7 SITUATION CALL.
2. Y HAS OPTION TO RUN JUKE WHEN ABSOLUTELY NECESSARY.
3. ALERT FOR X ON PRE SNAP LOOK.

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE UP

- C.P.s: 1. GET OUTSIDE RELEASE.
2. GET COVERAGE CLEARED DEEP.
3. YOU HAVE FREE RELEASE.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. SWING PICK UP INSIDE TO OUTSIDE.
2. NO DOG - CK BASE.

X

SPLIT MINIMUM ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. NORMAL 3 ROUTE PROPERTIES.
2. KNOW 1ST DOWN YARDAGE NEEDED.

Y

SPLIT TIGHTER ROUTE 2 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. PUSH VERTICAL 4 YARDS AND BREAK ACROSS FIELD LOOKING FOR BALL QUICKLY.
2. COME HARD VS. MAN UNLESS WALLED OFF - POSSIBLE JUKE.
3. KNOW 1ST DOWN YARDAGE NEEDED.

Z

SPLIT NORMAL ROUTE FIRM 6 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s: 1. B.P. IS 12 YARDS.
2. NO POST 6 ADJUSTMENT VS. COVER 22.
3. KNOW 1ST DOWN YARDAGE NEEDED.

SERIES & PROTECTION

CUBS / BEARS

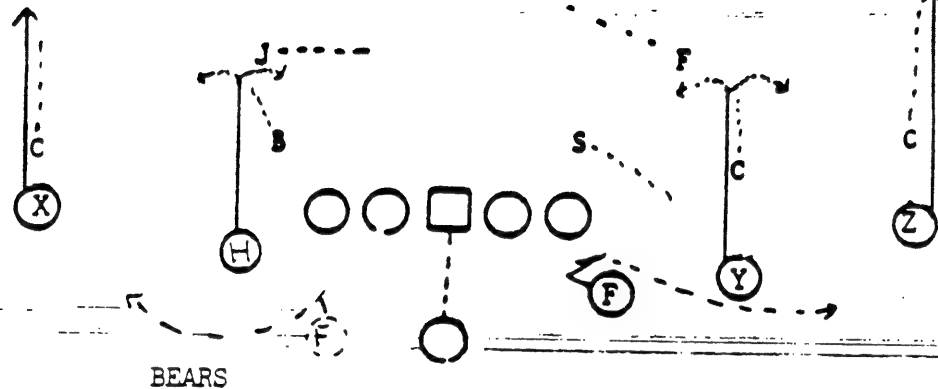
PATTERN

343 DOUBLE CHOICE

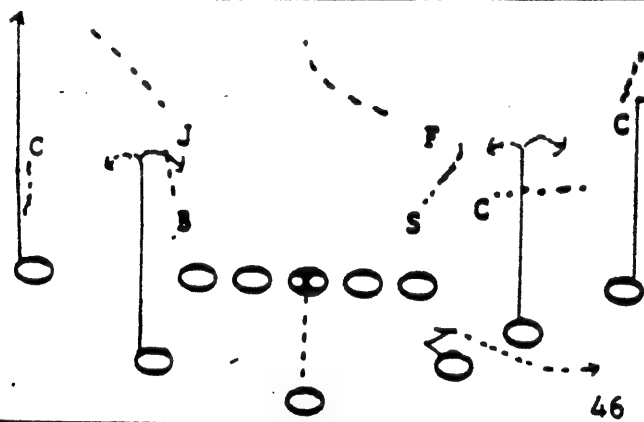
SWING CONTROL

AUDIBLE 93

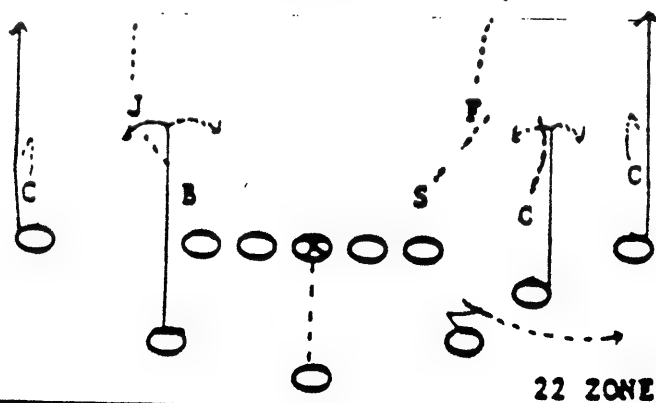
FORMATION GUN DUEL RIGHT



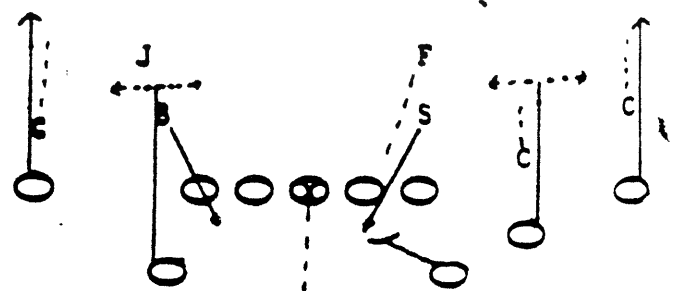
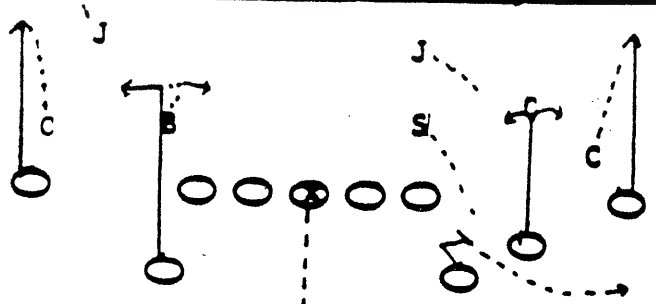
11 THIEF



9 ZORRO 7 BRACK



22 MAN



COACHING POINTS

2

SERIES & PROTECTION CUBS/BEARS PATTERN 343 SWING CONTROL DOUBLE CHOICE

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 3 STEP _____

PROGRESSION Y AND H _____

- C.P.s: 1. BEST IN 3RD 4, 5, 6, 7, 8 SITUATIONS.
2. ALERT TO HIT Y OR H ON MOVE IF MAN.
3. G. P. WILL DETERMINE Y OR H AS STARTING POINT.

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE _____ CHOICE _____

- C.P.s: 1. CHOICE ROUTE VS. NICKEL, YOU MUST BEAT THE DEFENDER LINED UP ON YOU.
2. BE AWARE INSIDE LB'ERS, BUT DO NOT WORK TO HIM.
3. YOU SHOULD BE 10-11 YARDS DEEP.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE _____ BASE _____ RELEASE OUTSIDE

- C.P.s: 1. CK INSIDE TO OUTSIDE LB'ERS.
2. NO DOG CK BASE.

X

SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. NORMAL 3 ROUTE PROPERTIES.
2. KNOW 1ST DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL ROUTE 4-CHOICE RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. CHOICE ROUTE VS. NICKEL YOU MUST BEAT THE DEFENDER LINED UP ON YOU. BE AWARE OF INSIDE LB'ER BUT DO NOT WORK TO HIM.

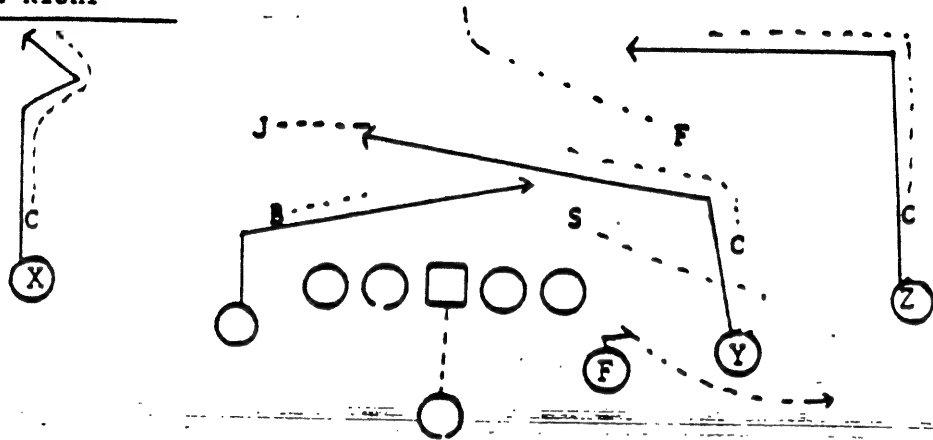
Z

SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

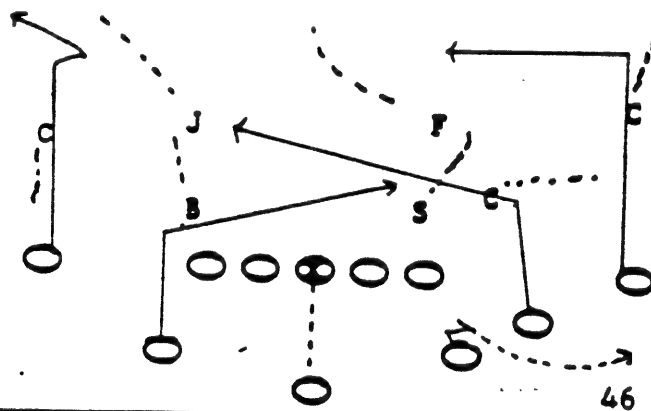
- C.P.s: 1. NORMAL 3 ROUTE PROPERTIES.
2. KNOW 1ST DOWN YARDAGE NEEDED.

SERIES & PROTECTION CUBS PATTERN 726 SWING CONTROL H CROSS
 AUDIBLE 97

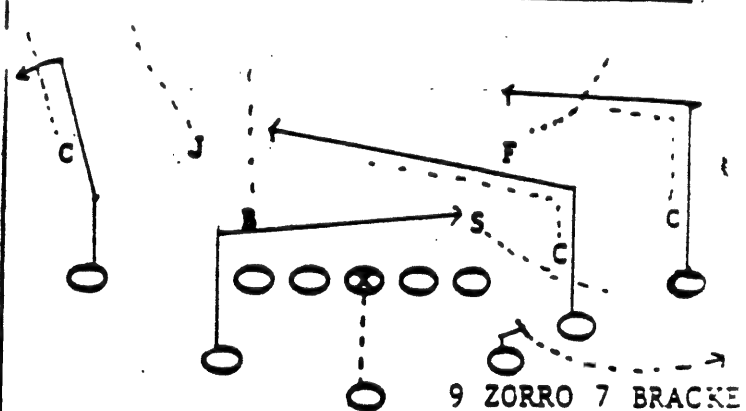
FORMATION GUN DUEL RIGHT



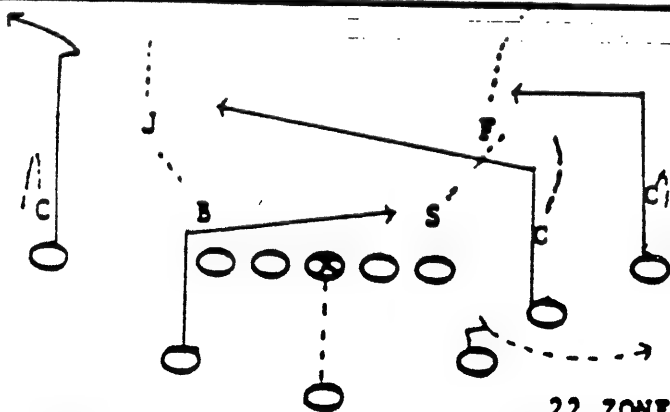
11 THIEF



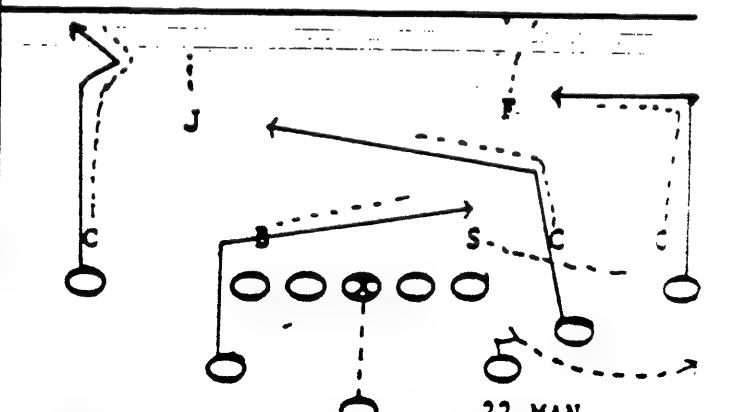
46



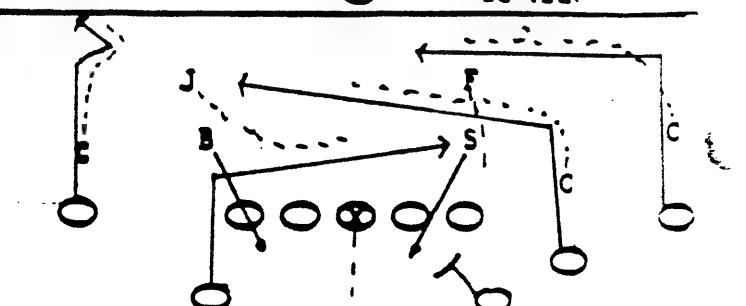
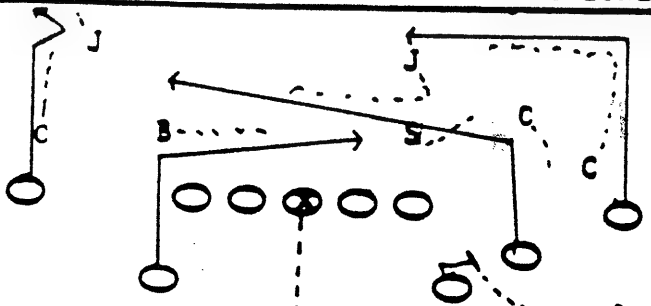
9 ZORRO 7 BRACKE



22 ZONE



22 MAN



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 726 SWING CONTROL H CROSS

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 5 STEP

PROGRESSION Y AND H

- C.P.s: 1. BEST VS MAN COVERAGE AND 11 THIEF OR ROBBER
2. BASICALLY THROW AWAY FROM THIEF & ROBBER SIDE GOING INTO HOLE
3. IT IS A SPEED ROUTE FOR Y & H

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE _____ CROSS _____

- ~~C.P.s:~~ 1. ~~PUSH VERTICAL FOR 4 YARDS BEFORE MAKING CROSSING ROUTE BREAK,~~
~~JAB AND COME HARD VS MAN.~~
2. YOU ARE SHORT CROSSER, YOU HAVE RIGHT OF WAY
3. VS ZONE, YOU MAY THROTTLE DOWN AFTER YOU CROSS Y MAN'S AREA, YOU SHOULD
BE APPROXIMATELY 6 TO 7 YARDS DEEP.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE _____ BASE _____ RELEASE OUTSIDE

- C.P.s: 1. CHECK MAC TO STUB
2. CHECK OUT BASE IF POSSIBLE

X

SPLIT NORMAL ROUTE 7 RELEASE VARIABLE ADJ Vs CLEO NONE

~~C.P.s:~~ 1. ~~NORMAL 7 ROUTE PROPERTIES~~

Y

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. PUSH VERTICAL FOR 6-7 YARDS BEFORE MAKING CROSSING ROUTE BREAK. COME
HARD VS MAN.
2. YOU MAY SETTLE IN ZONE AFTER CROSSING ACTION
3. KNOW FIRST DOWN YARDAGE NEEDED.

Z

SPLIT NORMAL ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

C.P.s: 1. NORMAL 6 ROUTE PROPERTIES

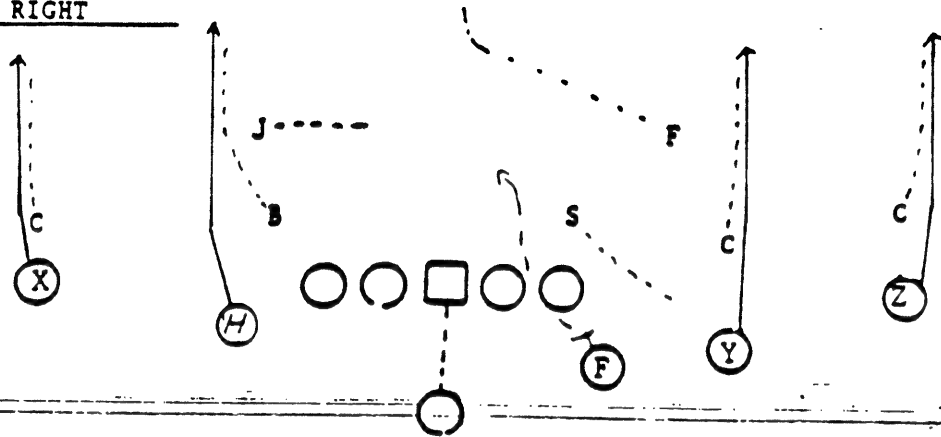
SERIES & PROTECTION CUBS

PATTERN 999

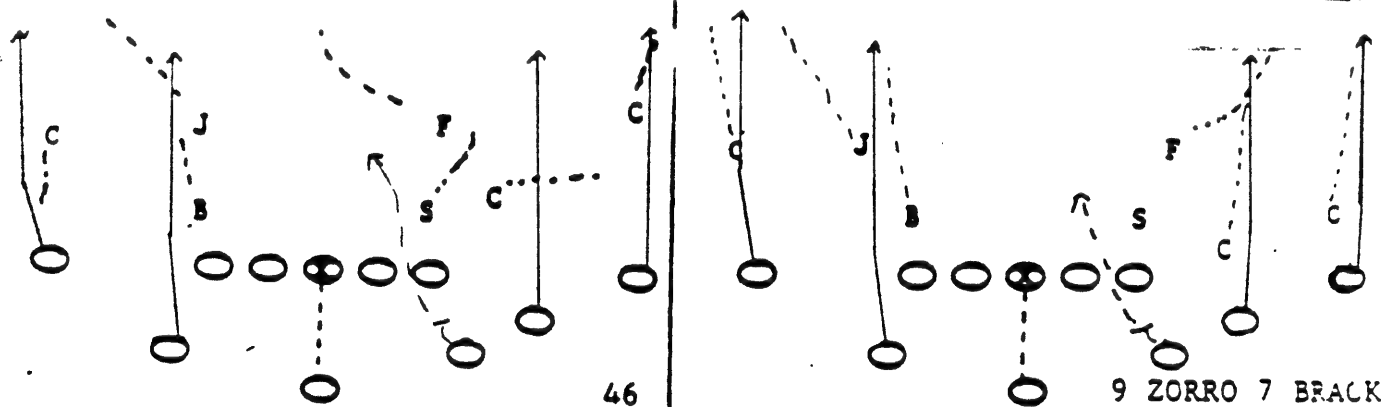
SWING CONTROL H UP

AUDIBLE 99

FORMATION GUN DUEL RIGHT

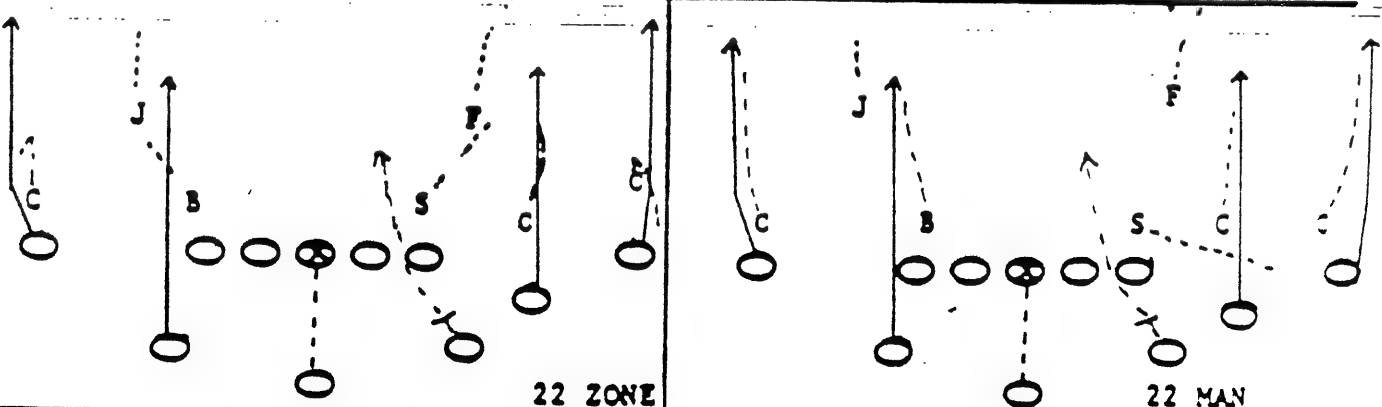


11 THIEF



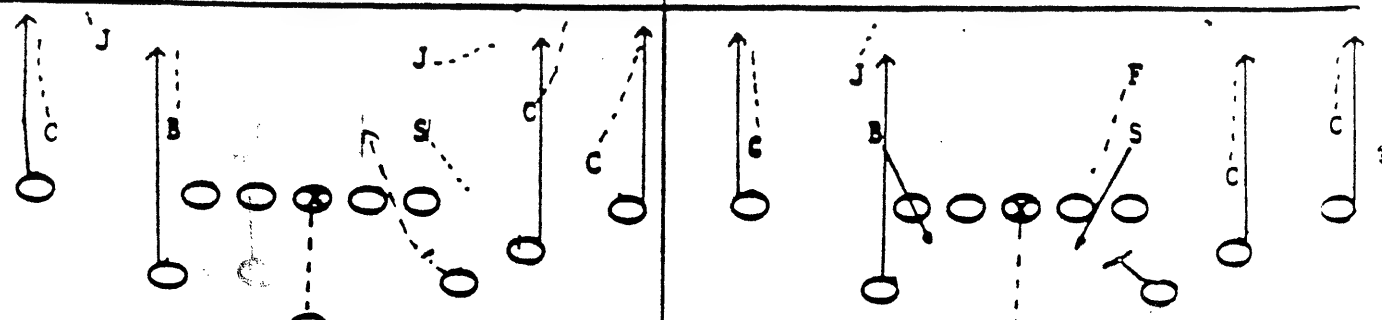
46

9 ZORRO 7 BRACKE



22 ZONE

22 MAN



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 999 SWING CONTROL H UP

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 3 STEP

PROGRESSION

- C.P.s: 1. W/2 OR S/2 IN C. F. LOOK HIM OFF.
2. 22 COVERAGE WE WILL DESIGNATE RECEIVER GOING TO POST Y.
3. DRILL BALL TO RECEIVER.

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N. S. P. U. CUBS ROUTE UP

- C.P.s: 1. BEST RELEASE - RUN UP ROUTE.
2. YOU SHOULD BE INSIDE EDGE OF NUMBER. ADJUST TO THE Z DEEP COVERAGE SCHEMES.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. S.P.U. INSIDE TO OUTSIDE.
2. NO DOG CK DOWN, OR BY GAME PLAN

X

SPLIT NORMAL ROUTE 9 - RELEASE VARIABLE ADJ Vs CLEO NONE

- ~~C.P.s: 1. NORMAL 9 ROUTE PROPERTIES - PREFER OUTSIDE STRETCH RELEASE VS. 22 COVERAGE.~~

Y

SPLIT NORMAL ROUTE 9 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s: 1. STAY UPFIELD - NEAR THE NUMBERS - BALL WILL BE DRILLED HARD IN THE SEAM.
2. STAY ON THE NUMBERS REGARDLESS OF COVERAGE.

Z

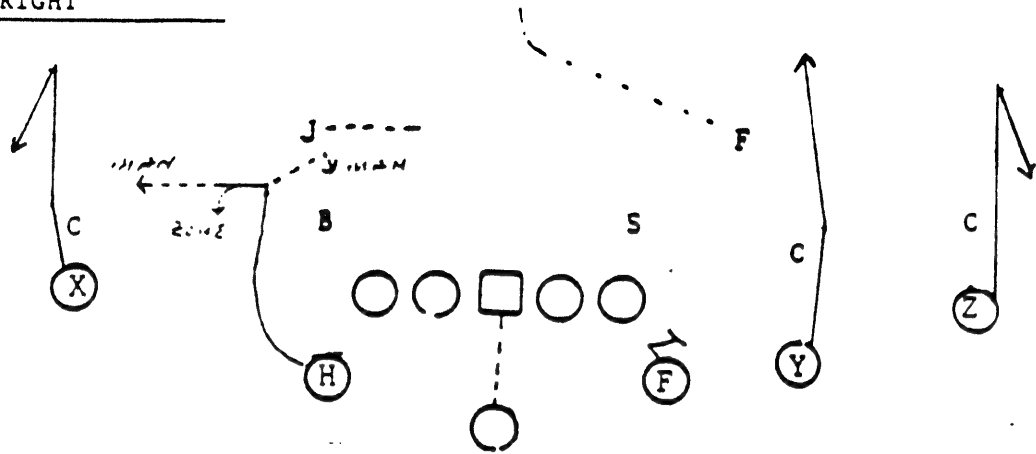
SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. NORMAL 9 ROUTE PROPERTIES - PREFER OUTSIDE STRETCH RELEASE VS. 22 COVERAGE.

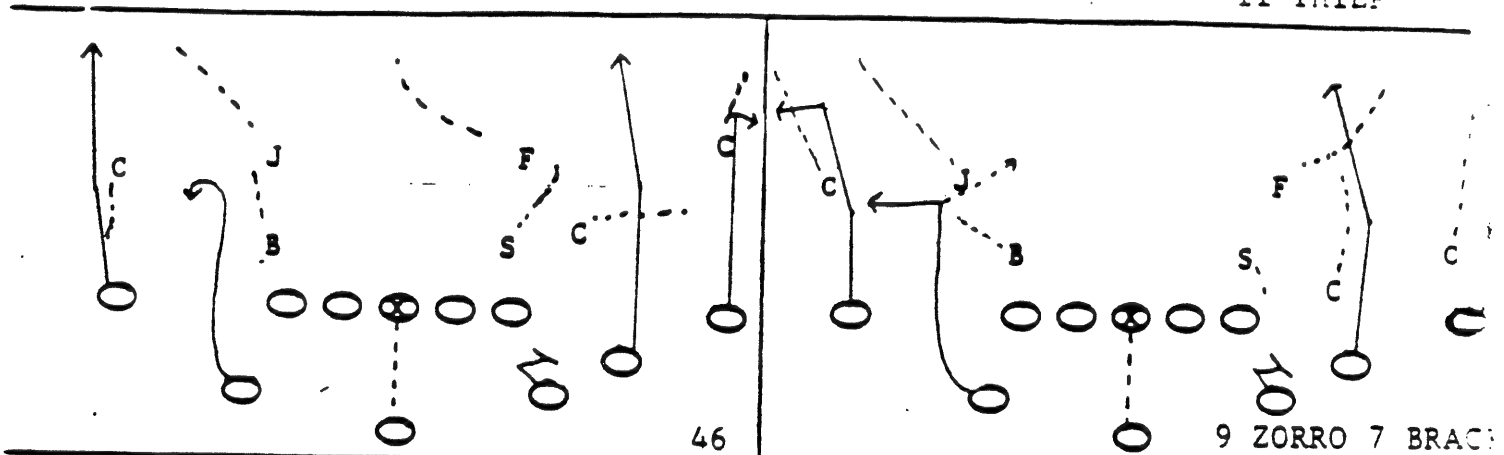
SERIES & PROTECTION CUES PATTERN 595 SWING CONTROL H OPTION

AUDIBLE 95 (SCAT)

FORMATION GUN RIGHT

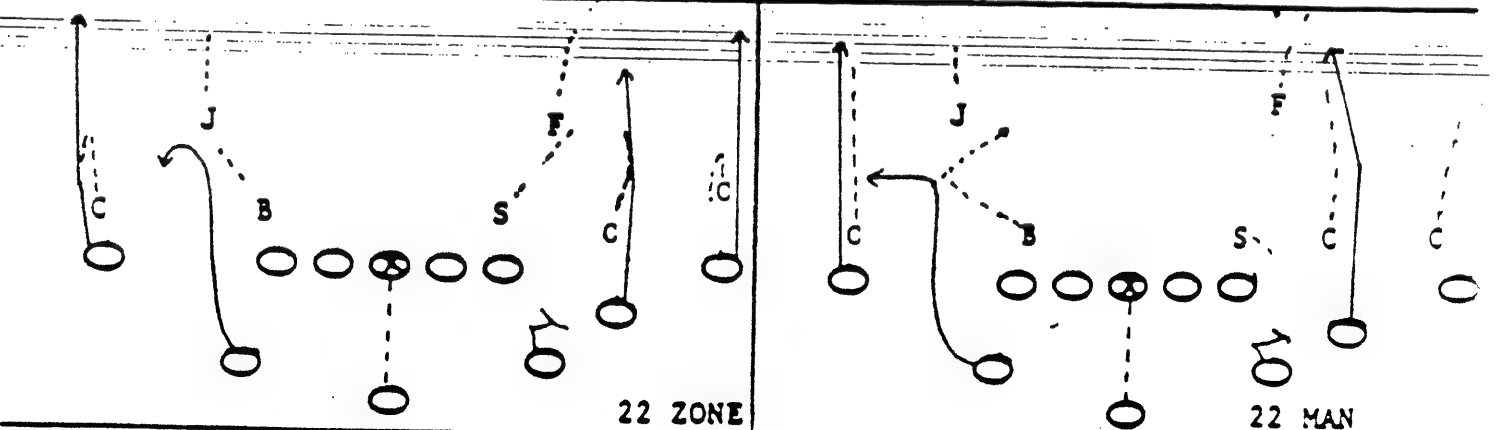


11 THIEF



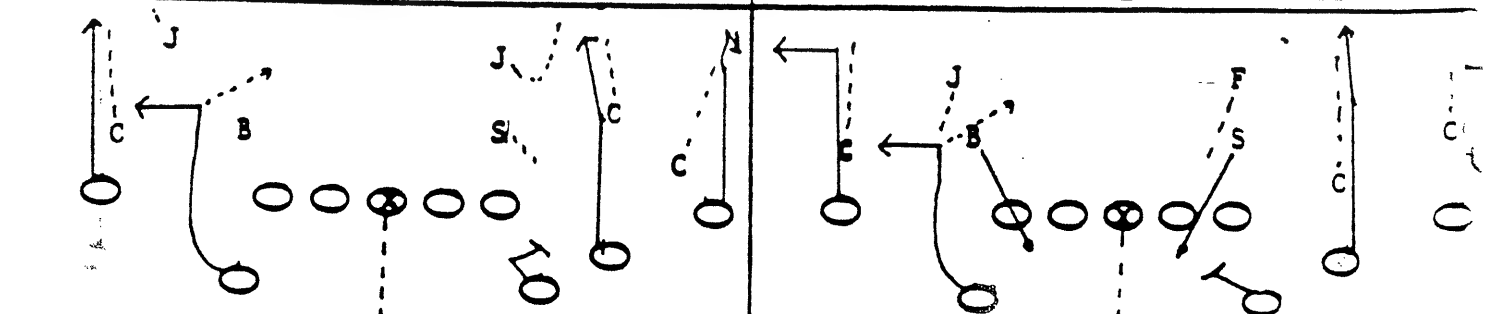
46

9 ZORRO 7 BRAC



22 ZONE

22 MAN



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 595 SWING CONTROL H-OPTION

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 3 STEP

PROGRESSION H AND X

- C.P.s: 1. BEST VS. MAN COVERAGE - HIT HB ON BREAK.
2. ZONE COVERAGE ANTICIPATE HB PATTERN.

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE _____ OPTION _____

- C.P.s: 1. ~~YOU HAVE FREE RELEASE, GET WIDTH.~~
2. READ COVERAGE.
3. MAKE NORMAL OPTION ADJ. VS. MAN OR ZONE.
4. YOU SHOULD GET 7 TO 10 YARDS ON CATCH.

FULLBACK - F

PROTECTION S.P.U CUBS ROUTE _____ BASE _____ RELEASE OUTSIDE

- C.P.s: 1. CHECK INSIDE TO OUTSIDE.
2. NO DOG RUN BASE.

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. ~~MUST RECOGNIZE DIFFERENCE BETWEEN 11 THIEF AND 22 MAN~~
WITH PRESS ON YOU.
2. KNOW 1ST DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL ROUTE 9 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

C.P.s:

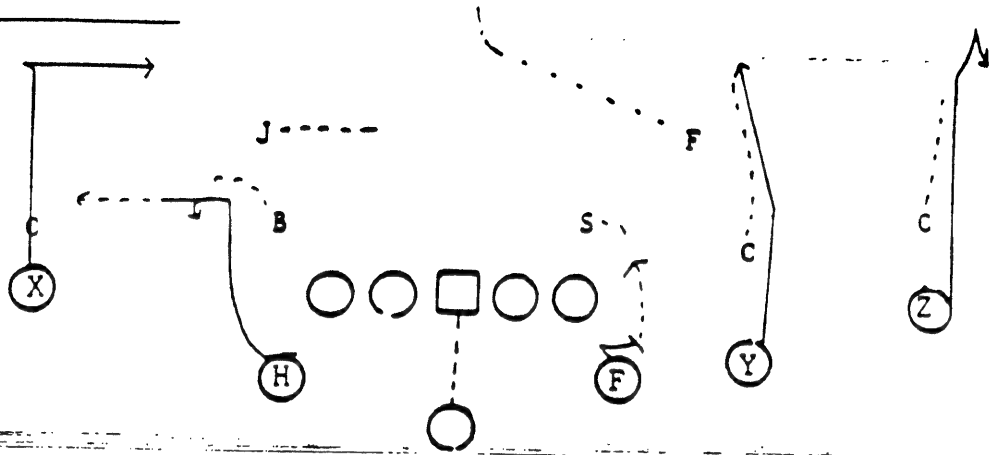
Z

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

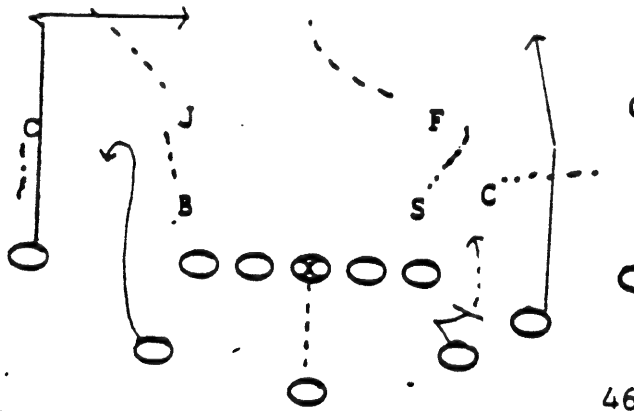
- C.P.s: 1. MUST RECOGNIZE DIFFERENCE BETWEEN 11 THIEF AND 22 MAN
WITH PRESS ON YOU.
2. KNOW 1ST DOWN YARDAGE NEEDED.

SERIES & PROTECTION 0085 PATTERN 695 SWING CONTROL H READ CHECK
 AUDIBLE 96 (SCAT)

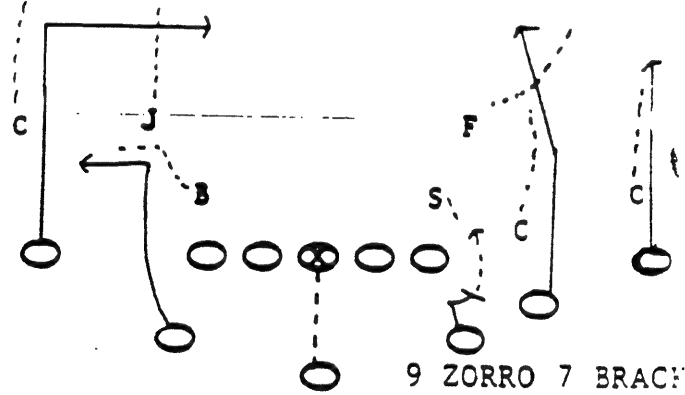
FORMATION GUN RIGHT



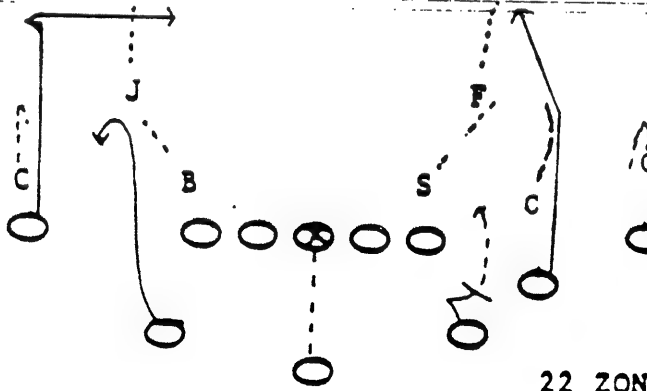
11 THIEF



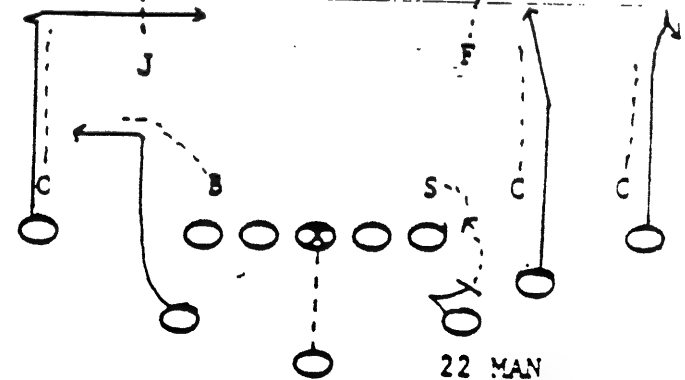
46



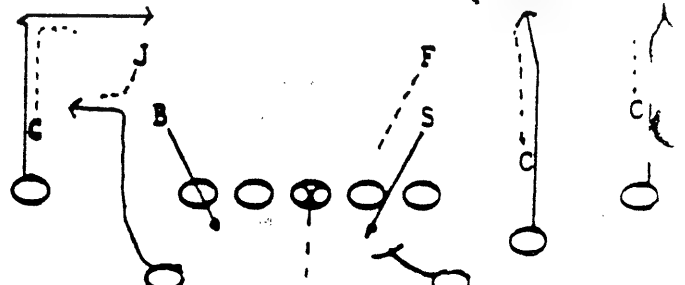
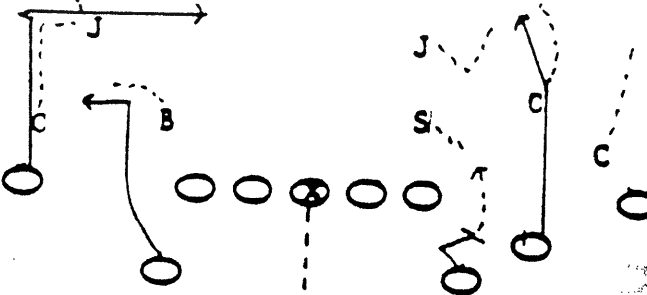
9 ZORRO 7 BRACH



22 ZONE



22 MAN



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 695 SWING CONTROL H READ CHECK
QUARTERBACK

P.S.L. READ SAFETIES DROP 5 STEP

PROGRESSION X TO H TO FB

- C.P.s: 1. GOOD VS. MAN OR ZONE. THINK OF X 1st N.T. HB.
2. VS. ZONE X & HB N.T. TAKE FB

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE READ

- C.P.s: 1. YOU HAVE FREE RELEASE.
2. RELEASE OUTSIDE, READ COVERAGE, RUN READ ROUTE.
3. ALL READ TECHNIQUES APPLY.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE CHECK DOWN RELEASE INSIDE

- C.P.s: 1. CK INSIDE TO OUTSIDE.
2. NO DOG DELAY 2 COUNTS.
3. CHECK DOWN.

X

SPLIT NORMAL ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. NORMAL 6 ROUTE PROPERTIES.
2. KNOW 1st DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL ROUTE 9 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. DO NOT CONVERT TO POST VS. 22 COVERAGE UNLESS GAME PLAN
CALLS FOR ADJUSTMENT.

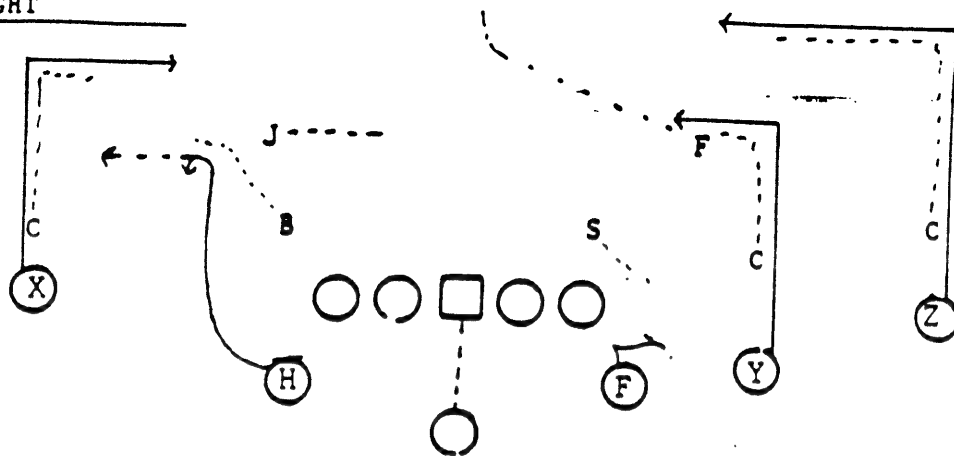
Z

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

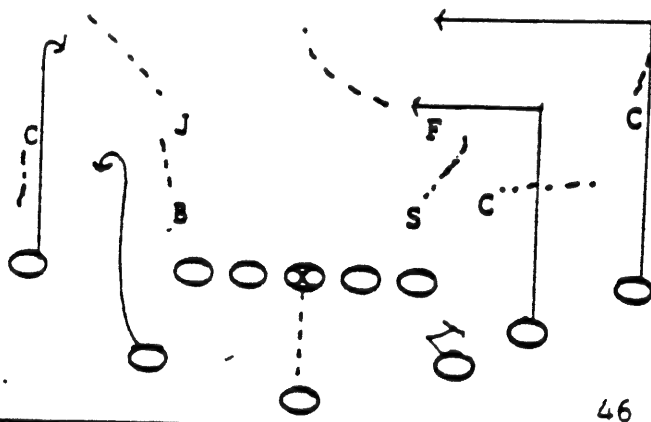
- C.P.s: 1. NORMAL 5 ROUTE PROPERTIES.
2. KNOW 1st DOWN YARDAGE NEEDED.

SERIES & PROTECTION CUES PATTERN 466 SWING CONTROL H READ
 AUDIBLE

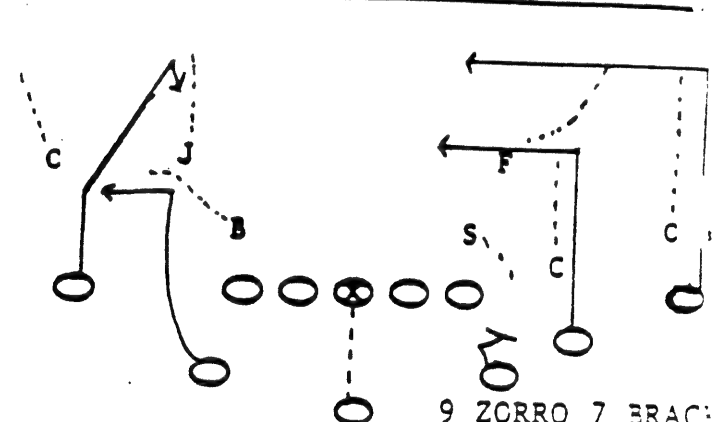
FORMATION GUN RIGHT



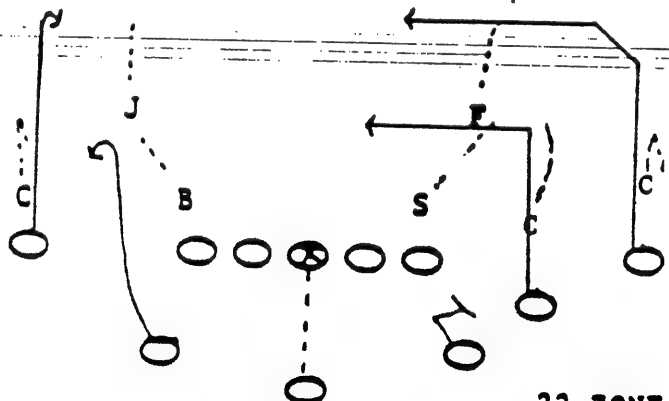
11 THIEF



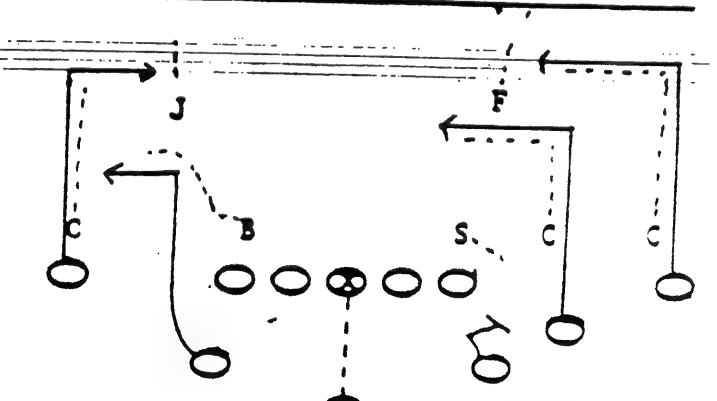
46



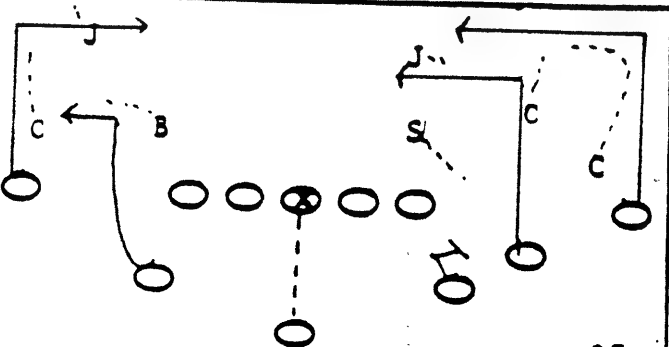
9 ZORRO 7 BRAC



22 ZONE



22 MAN



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 466 SWING CONTROL H READ
QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 5 STEP

PROGRESSION X TO HB

- C.P.s: 1. BEST VS. THIEF OR ROBBER DEFENSE & CORNER OFF X.
2. X N.T. GO TO HB ON READ PATTERN.
3. IF GOING TO HB, HIT ON BREAK.

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE _____ READ _____

- C.P.s: 1. YOU HAVE FREE RELEASE.
2. OUTSIDE RELEASE, READ COVERAGE, RUN READ ROUTE.
3. ALL READ TECHNIQUES APPLY.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE _____ BASE _____ RELEASE _____ OUTSIDE _____

- C.P.s: 1. CK INSIDE TO OUTSIDE.
2. NO DOG RUN BASE.

X

SPLIT MAX ROUTE 4 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. B.P. IS 15 YARDS UNLESS YOU ARE PRESSED.
2. VS. PRESS CONVERT TO 12 YARD RUN AWAY 4.
3. KNOW 1st DOWN YARDAGE NEEDED.

Y

SPLIT NORMAL ROUTE 6 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. B.P. IS 14 YARDS.
2. MUST CROSS AT LEAST TO WEAKSIDE GUARD BEFORE SETTLING IN A ZONE HOLE.
3. VS. PRESS-CONVERT TO RUN AWAY.

Z

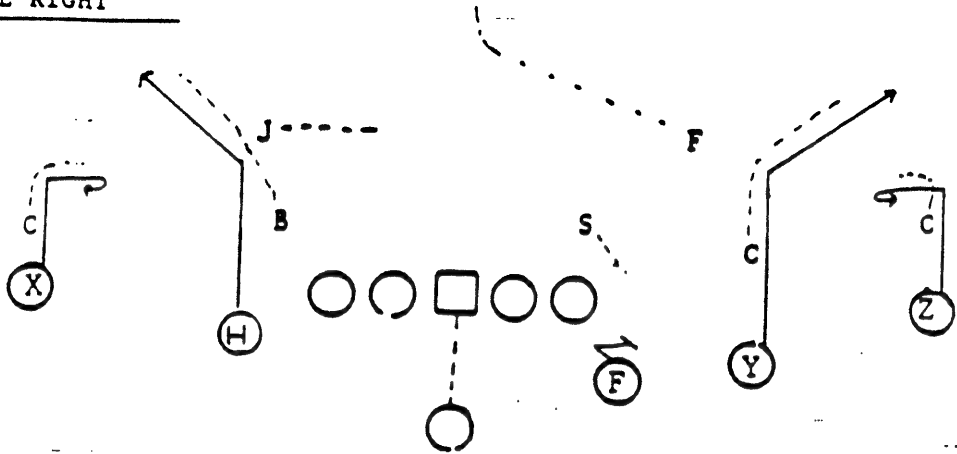
SPLIT MAX ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. B.P. IS 18 YARDS.
2. RUN POST - 6 VS. 22 ZONE.
3. VS. PRESS - CONVERT TO 14 YARD RUN AWAY.
4. KNOW 1st DOWN YARDAGE NEEDED

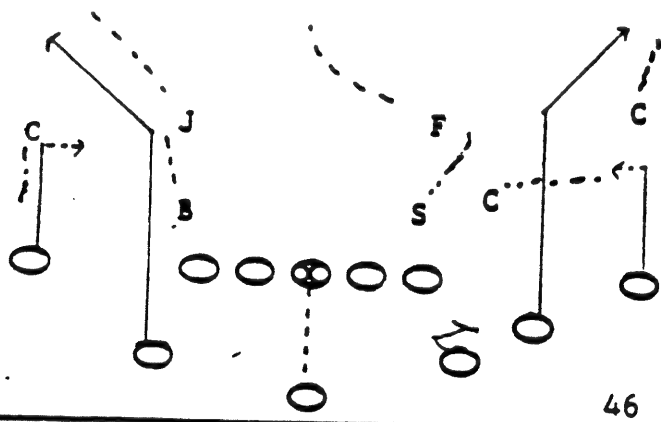
SERIES & PROTECTION CUBS PATTERN 272 SWING CONTROL H FLAG

AUDIBLE 92

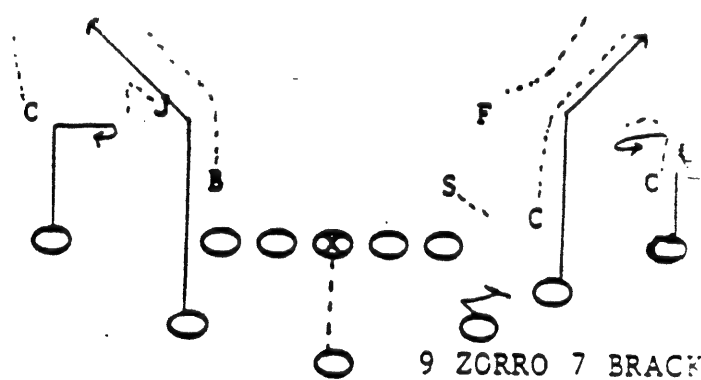
FORMATION GUN DUEL RIGHT



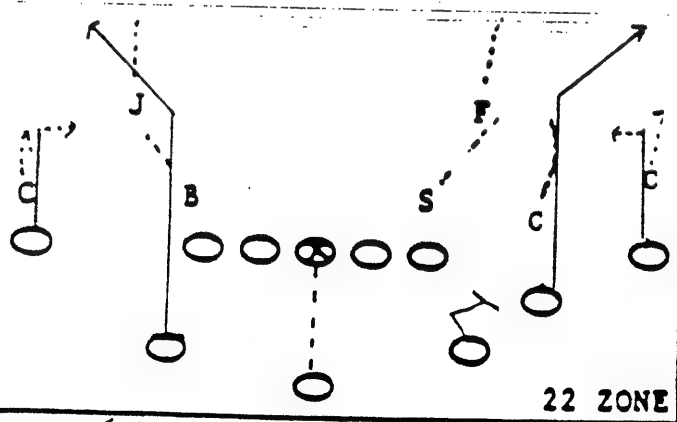
11 THIEF



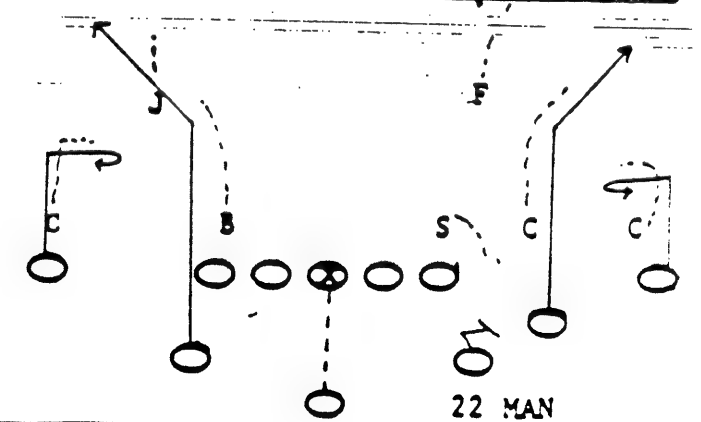
46



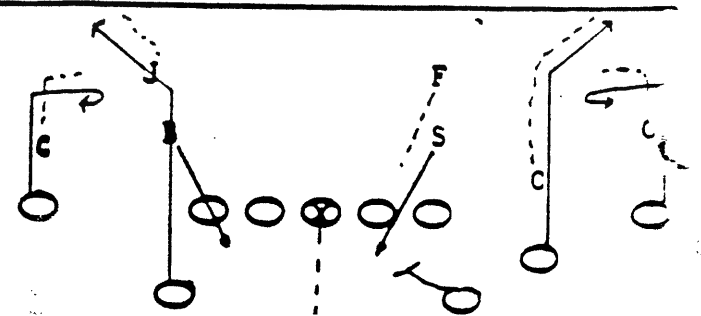
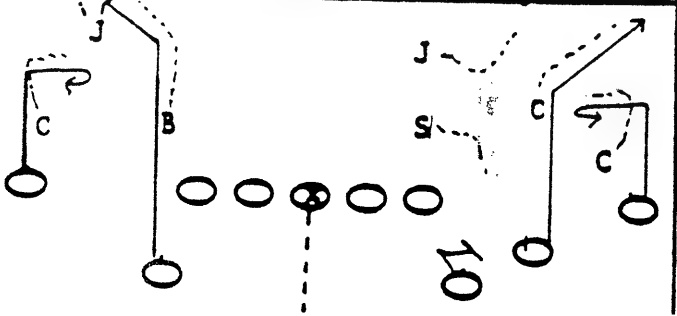
9 ZORRO 7 BRACK



22 ZONE



22 MAN



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 272 SWING CONTROL H FLAG R
QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 5 STEP

PROGRESSION H TO X Y TO Z

- C.P.s: 1. WORK H & X, Y & Z COMBINATIONS. G.P. WILL DETERMINE Y OR H.
2. BEST VS. MAN COVERAGE.

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE FLAG

~~C.P.s: 1. YOU HAVE FREE RELEASE - RUN FLAG ROUTE.~~

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE NONE RELEASE NONE

- C.P.s: 1. S.P.U. INSIDE TO OUTSIDE.
2. STAY IN FOR PROTECTION HELP.

X

SPLIT NORMAL ROUTE 2 DELAY RELEASE DELAY ADJ Vs CLEO INSIDE

~~C.P.s: 1. NORMAL 2 DELAY PROPERTIES.~~
~~2. KNOW 1st DOWN YARDAGE NEEDED.~~

Y

SPLIT NORMAL ROUTE 7 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: SPLIT SEAM

- C.P.s: 1. PUSH VERTICAL 10-12 YARDS BEFORE MAKING PROPER OUTSIDE ANGLE BREAK.

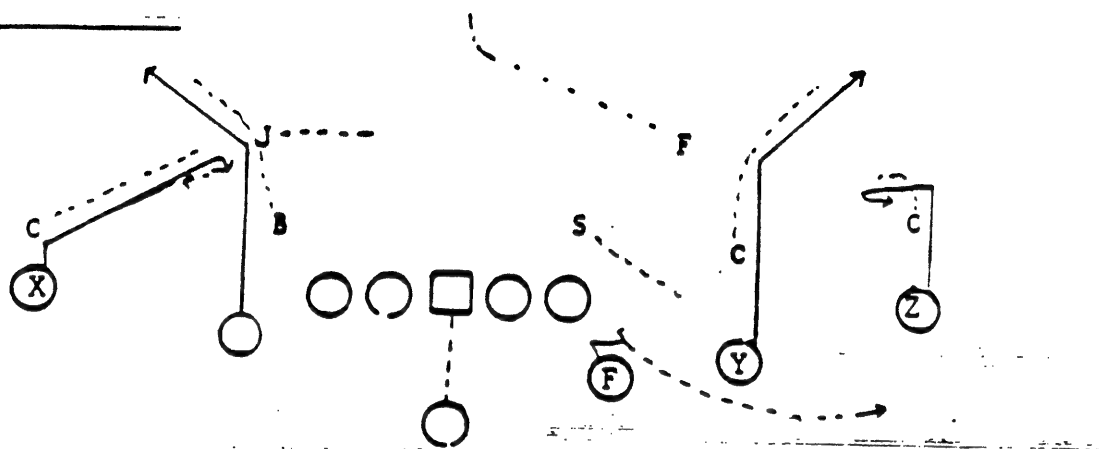
Z

SPLIT NORMAL ROUTE 2 DELAY RELEASE DELAY ADJ Vs CLEO INSIDE

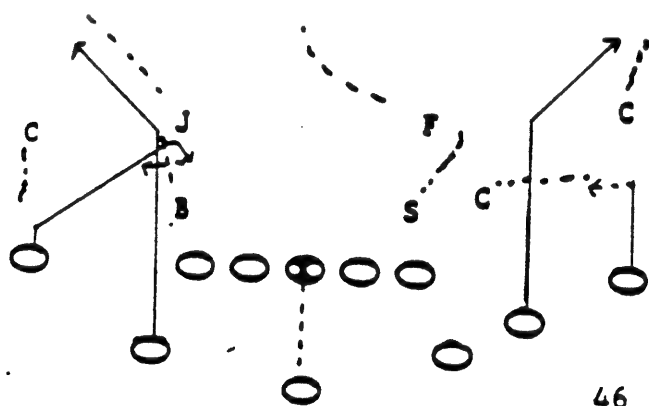
- C.P.s: 1. NORMAL 2 DELAY PROPERTIES.
2. KNOW 1st DOWN YARDAGE NEEDED.

SERIES & PROTECTION CUBS PATTERN 272 X GET OPEN SWING CONTROL H FLAC
 AUDIBLE _____

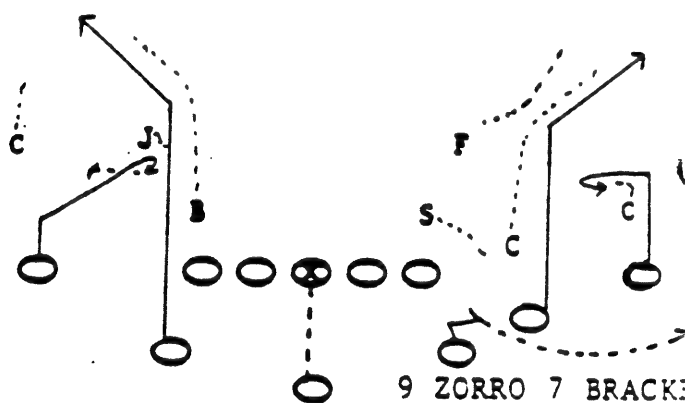
FORMATION _____



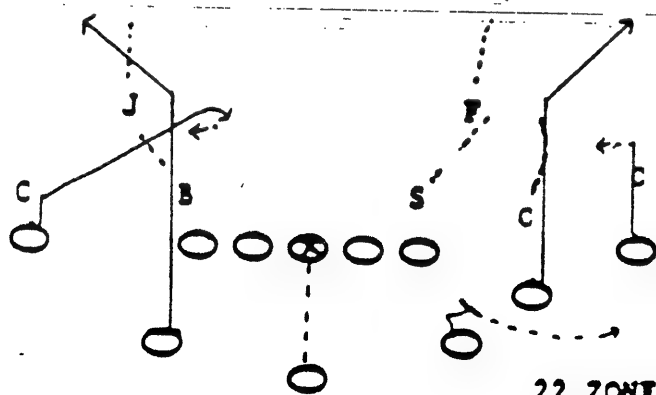
11 THIEF



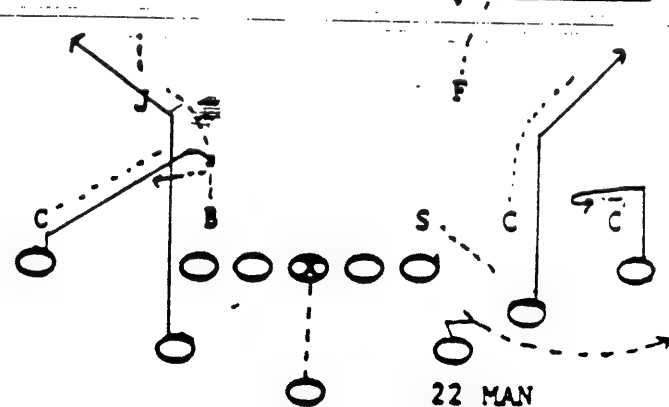
46



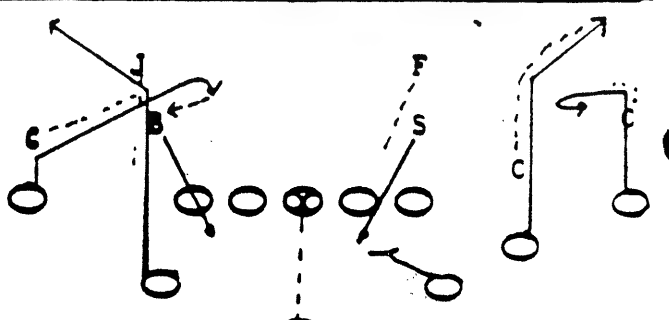
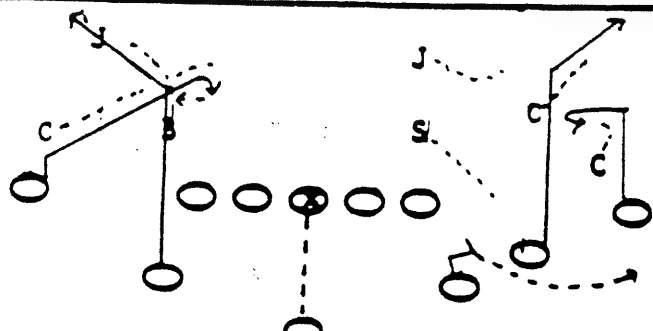
9 ZORRO 7 BRACKET



22 ZONE

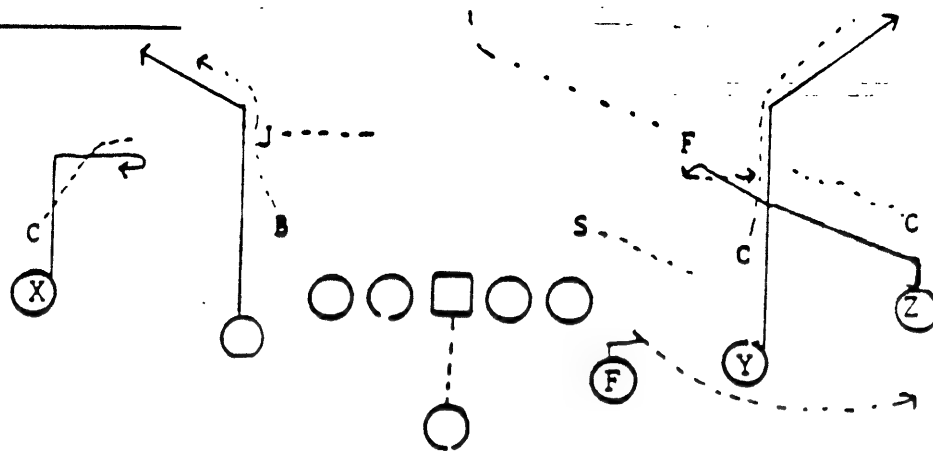


22 MAN

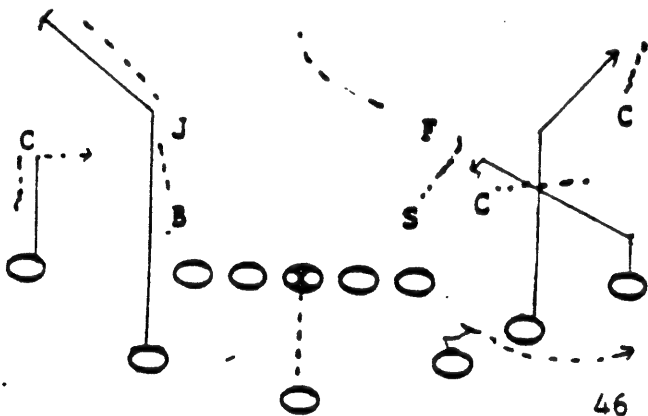


AUDIBLE

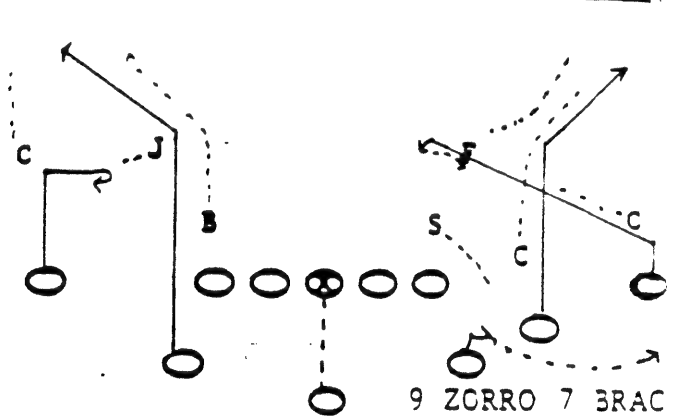
MATION



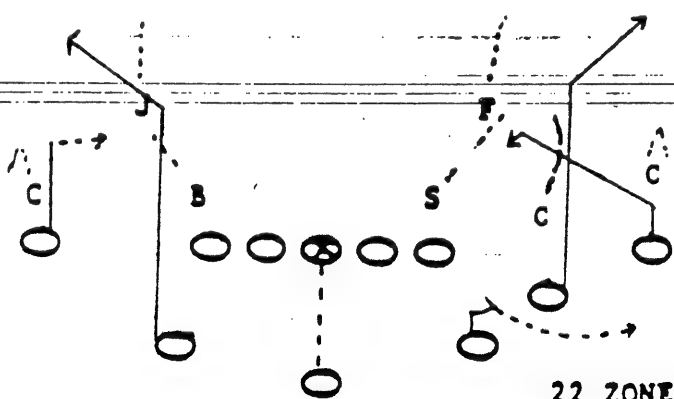
11 THIEF



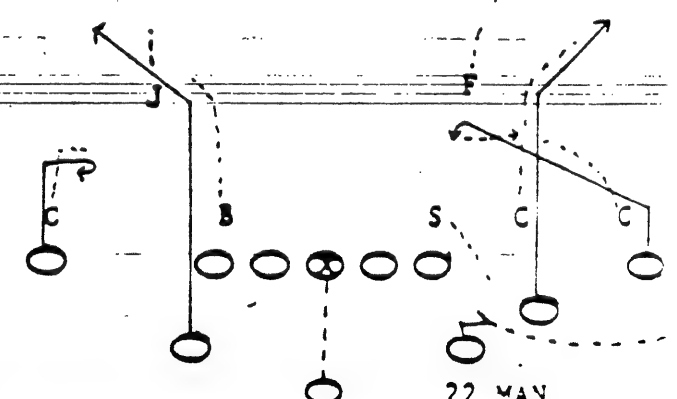
46



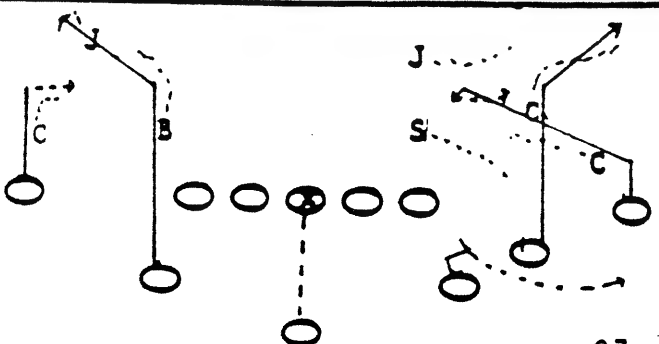
9 ZORRO 7 BRAC



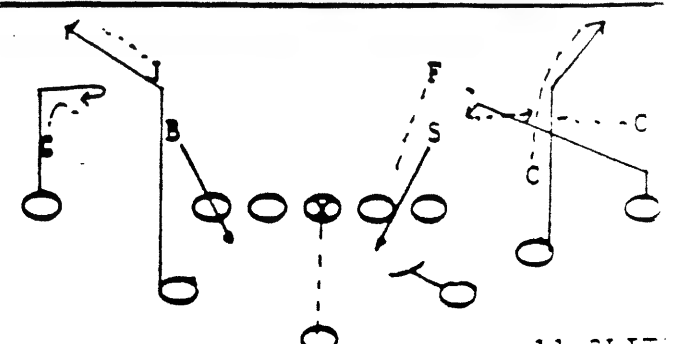
22 ZONE



22 MAN

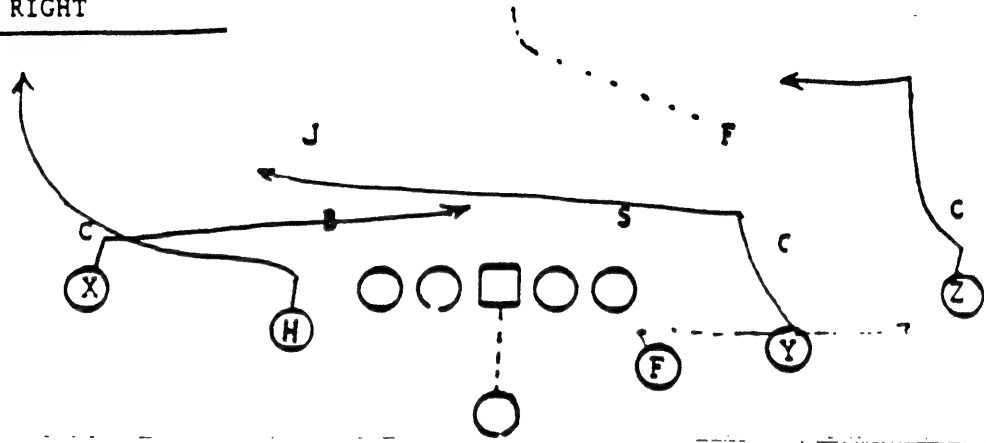


97

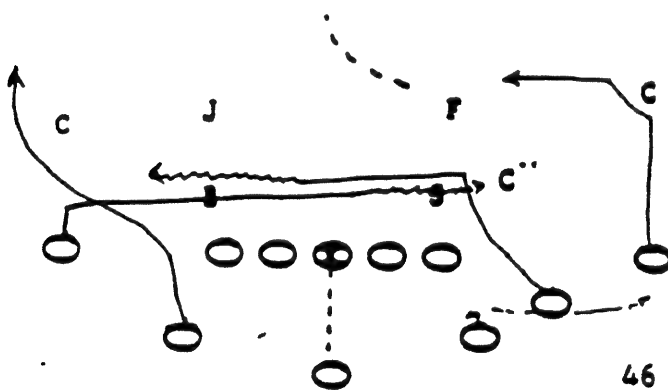


11 BLIT

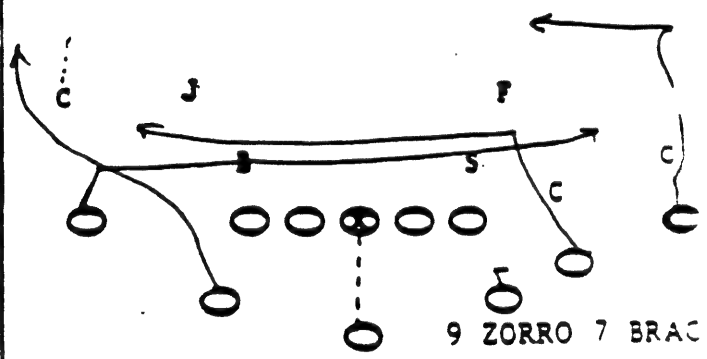
SERIES & PROTECTION CUBS PATTERN ZZ6 X CROSS SWING CONTROL H-SHOOT
 AUDIBLE 90
 FORMATION GUN RIGHT



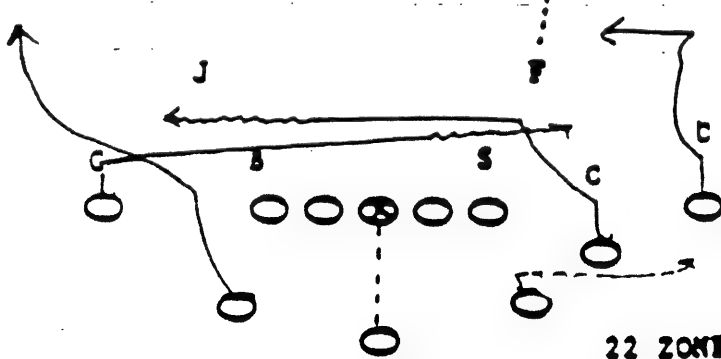
11 THIEF



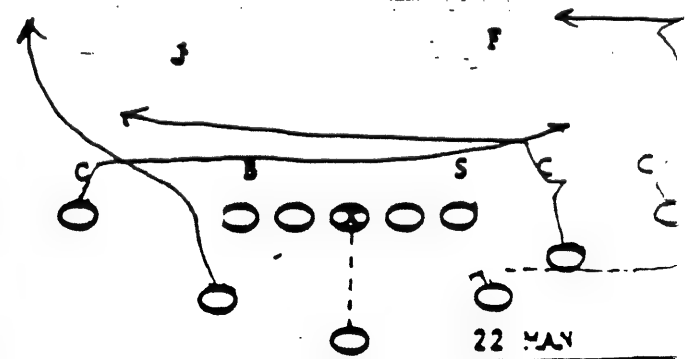
46



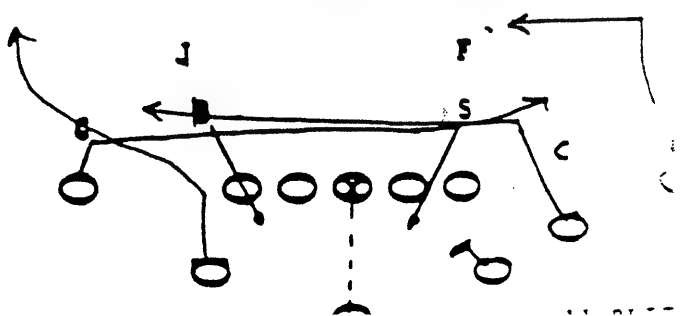
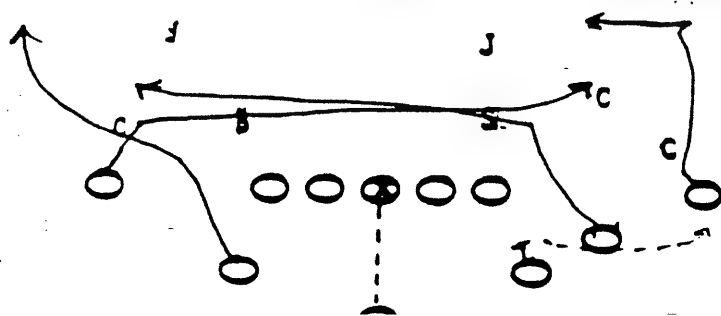
9 ZORRO 7 BRAC



22 ZONE



22 MAY



COACHING POINTS

SERIES & PROTECTION CUBS PATTERN ZZ6 X-CROSS SWING CONTROL H-SHOOT

QUARTERBACK

P.S.L. _____ READ _____ DROP _____

PROGRESSION

C.P.s:

1. BEST VS MAN COVERAGE
2. LOOK FOR H 1st N.T. ALERT FOR X AND Y
3. IF ZONE ALERT X AND Z

REC. ADJs VS CLEO X _____ Y _____ Z _____ Y's ADJ VS COV.2 _____

HALFBACK

PROTECTION	N.S.P.U.	ROUTE	SHOOT
------------	----------	-------	-------

C.P.s: 1. PUSH VERTICAL BEFORE MAKING OUTSIDE BREAK.
THIS WILL HELP X CAUSE TRAFFIC PROBLEM FOR MAN COVERING YOU.

2. ADJUSTMENT IF MAN CUTS YOU OFF DEEP OR ZONE.

FULLBACK

PROTECTION	S.P.U.	CUBS	ROUTE	BASE	RELEASE	OUTSIDE
------------	--------	------	-------	------	---------	---------

C.P.s: 1. CHECK MAC TO STUB
 2. CHECK OUT BASE IF POSSIBLE

X

SPLIT - MINIMUM ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

C.P.s: ~~1. ADJUST SPLIT TO CAUSE TRAFFIC PROBLEM FOR MAN COVERING H.~~
2. PREFER INSIDE RELEASE - BUT CORNER CAN FORCE YOU ON TOP WITH INSIDE BUMP ALIGNMENT.
3. YOU ARE SHORT CROSSER WITH Y ON TOP, UNLESS YOU ARE FORCED DEEP. COME FAST UNTIL MESH - READ ZONE OR MAN.

Y

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

C.P.s: 1. PUSH VERTICAL FOR 5-7 YARDS BEFORE MAKING CROSSING ROUTE BREAK.
COME HARD VS MAN.
2. YOU MAY SETTLE IN ZONE AFTER CROSSING MESH.
3. KNOW 1st DOWN YARDAGE NEEDED.

z

SPLIT NORMAL ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

C.P.s: 1. NORMAL 6 ROUTE PROPERTIES

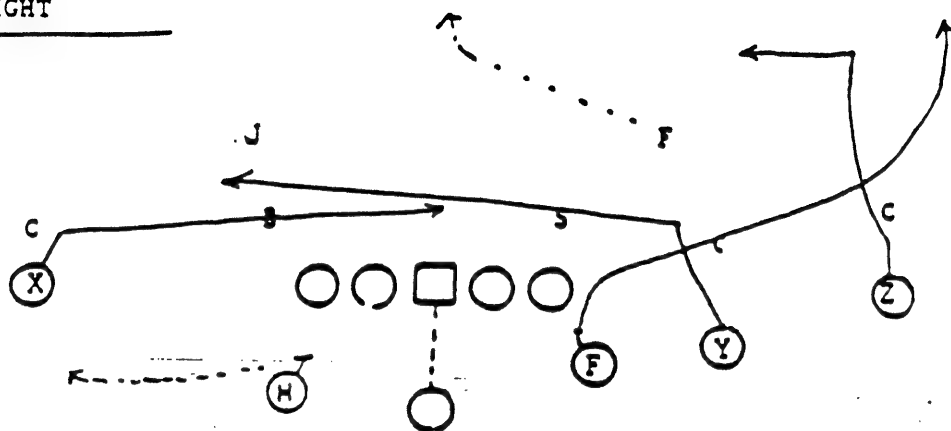
SERIES & PROTECTION RICKY

PATTERN 226 X CROSS

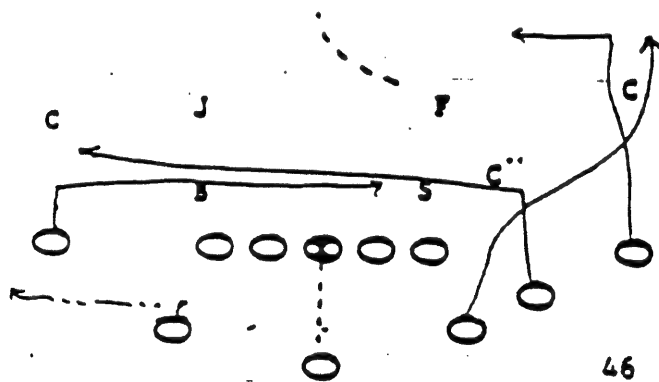
SWING CONTROL F SHOR

AUDIBLE 66/ SWITCH

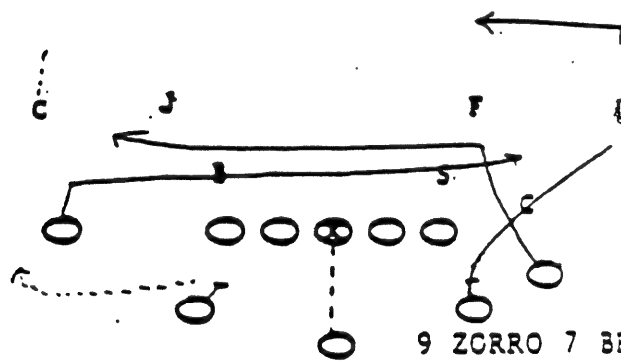
FORMATION GUN RIGHT



11 THIEF

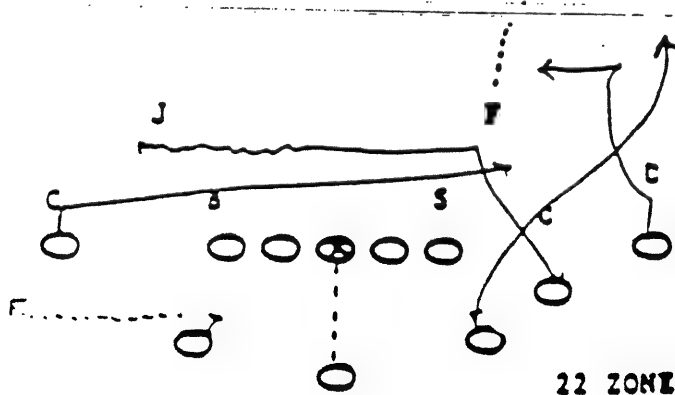


46

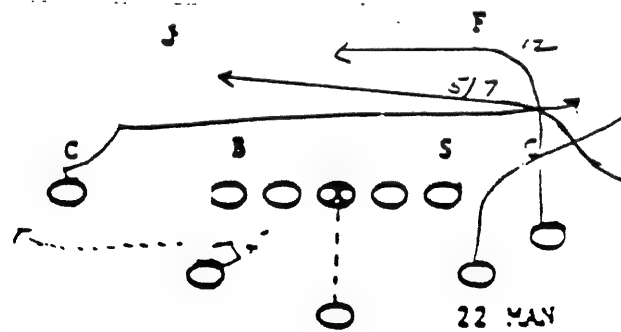


9 ZCRR 7 BR

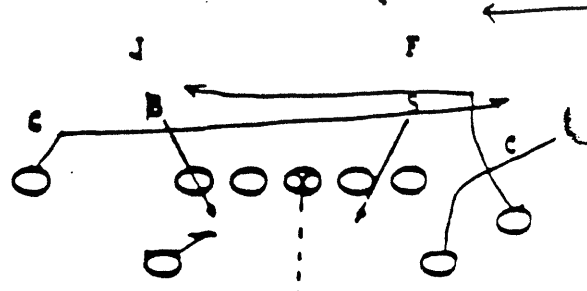
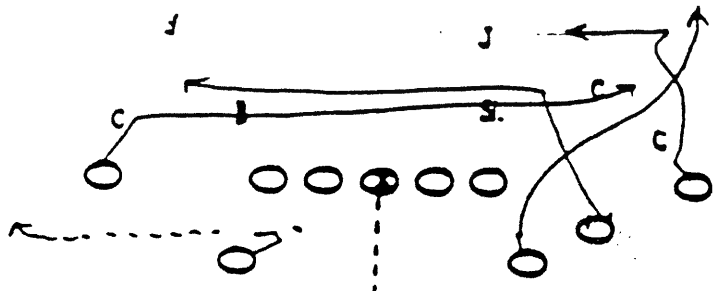
NOTE: -66 SWITCH:



22 ZONE



22 MAY



COACHING POINTS

3

SERIES & PROTECTION RICKY PATTERN ZZ6 X CROSS SWING CONTROL F SHOOT

QUARTERBACK

P.S.L. _____ READ _____ DROP _____

PROGRESSION

- C.P.s: 1. BEST VS MAN COVERAGE
2. LOOK FOR FB 1st N.T. ALERT X AND Y
3. IF ZONE ALERT X & Z

REC. ADJs VS CLEO X _____ Y _____ Z _____ Y's ADJ VS COV. 2 _____

HALFBACK

PROTECTION S.P.U. RICKY/LUCKY ROUTE BASE

~~C.P.s: 1. CHECK LB's BEFORE BASING OUT.~~

FULLBACK

PROTECTION N.S.P.U. ROUTE SHOOT RELEASE _____

- C.P.s: 1. PUSH VERTICAL BEFORE MAKING OUTSIDE SHOOT MOVE.
THIS WILL HELP Y CAUSE TRAFFIC PROBLEM FOR MAN COVERING YOU.
2. ADJUST IF CUT OFF DEEP OR ZONE.

X

SPLIT MINIMUM ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

~~C.P.s:~~

Y

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. ADJUST SPLIT TO CAUSE TRAFFIC PROBLEM FOR MAN COVERING F.
2. PUSH VERTICAL FOR 5-7 YARDS BEFORE CROSSING.
3. COME HARD UNTIL MESH WITH X - READ MAN-ZONE.

Z

SPLIT NORMAL ROUTE 6 RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.s: 1. NORMAL 6 ROUTE PROPERTIES
2. SOMETIMES CAN CAUSE TRAFFIC PROBLEM FOR MAN COVERING F - BE ALERT

GUN PROTECTION SIGHT ADJUSTMENTSA. LUCKY, RICKY, FIRM, FLARE, SCAT

1. X - 2 ROUTE IF BUC & WEAK SAFETY BLITZ

B. CUBS

1. Y - 1 ROUTE IF TWO OF THE FOLLOWING THREE
BLITZ, MAC, STUD, OR FRANK

~~C. SCAT~~

- ~~1. H - 1 ROUTE OR ARROW IF BUC BLITZ~~

D. CALF

1. F - ARROW IF MAC OR STUB BLITZ

E. BULL

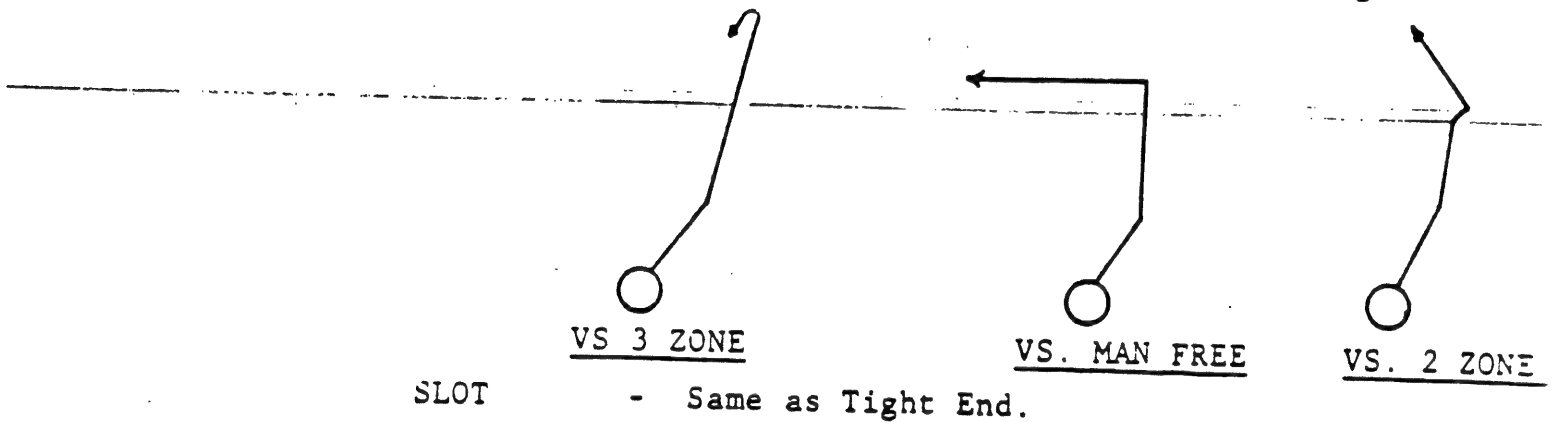
1. H - ARROW IF BUCK BLITZES

F. BEARS

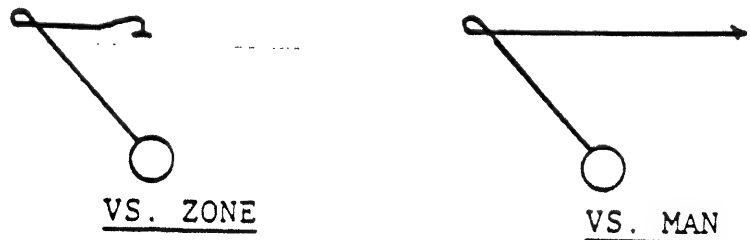
- ~~1. H - ARROW IF TWO OF THE FOLLOWING
THREE BLITZ, MAC, BUCK, OR JILL~~

8 ROUTE TIGHT END - Outside release and push vertically for 10 yards identifying the coverage and react accordingly:

- A. Zone with Free Safety - adjust to a seam (6 Cut), and hook it up at 15-16 yards Above LB deep.
- B. Man with Free Safety - push route to 14 yards and run a 4 route.
- C. 2 Zone or 2 Man - at the 8 yard depth jab outside and break back to the inside but never crossing the hash. You must shake the OLB'er before running route.



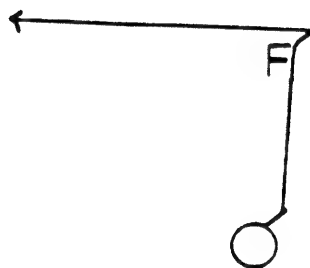
FAKE ZERO ROUTE TIGHT END - Inside release and work to a depth of 6 yards over the ball, plant and then run a Juke back to the outside. VS Zone coverage work out and sit down in first hole. VS Man continue to work to the outside.



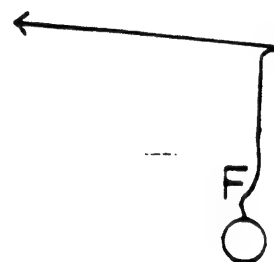
RUN AWAY ROUTE TIGHT END: - On a 4 or 6 Route vs. Press Cover you convert route to a Run Away. Get the defender in a trail technique, then break route at 8 to 10 yards across the field. You may gain ground as you go.

We will also convert the Tight End 8 route vs. Man with a Free Safety into a Run Away at 14 yards depth.

S

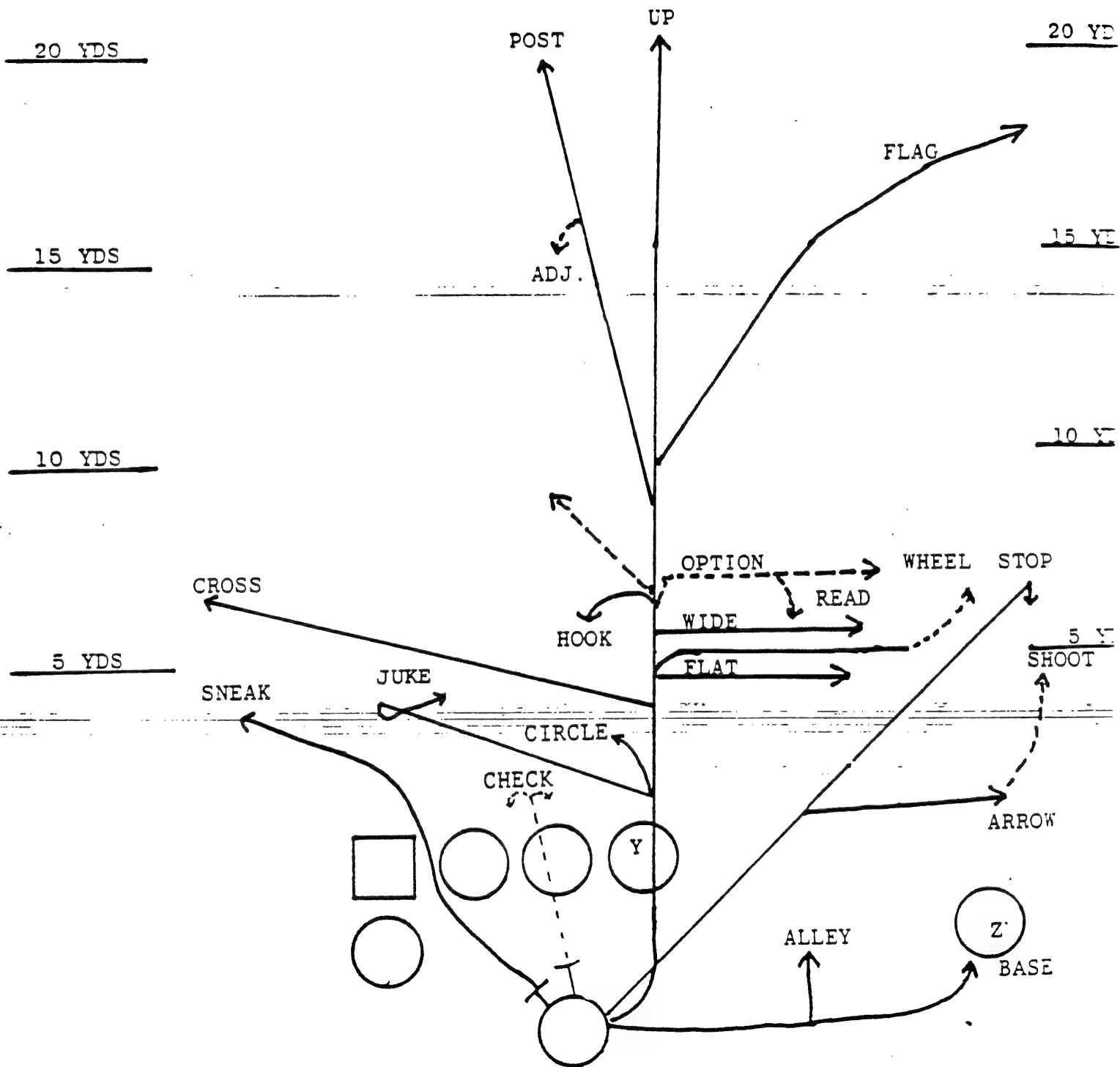


ROUTE 8 VS COVER 1

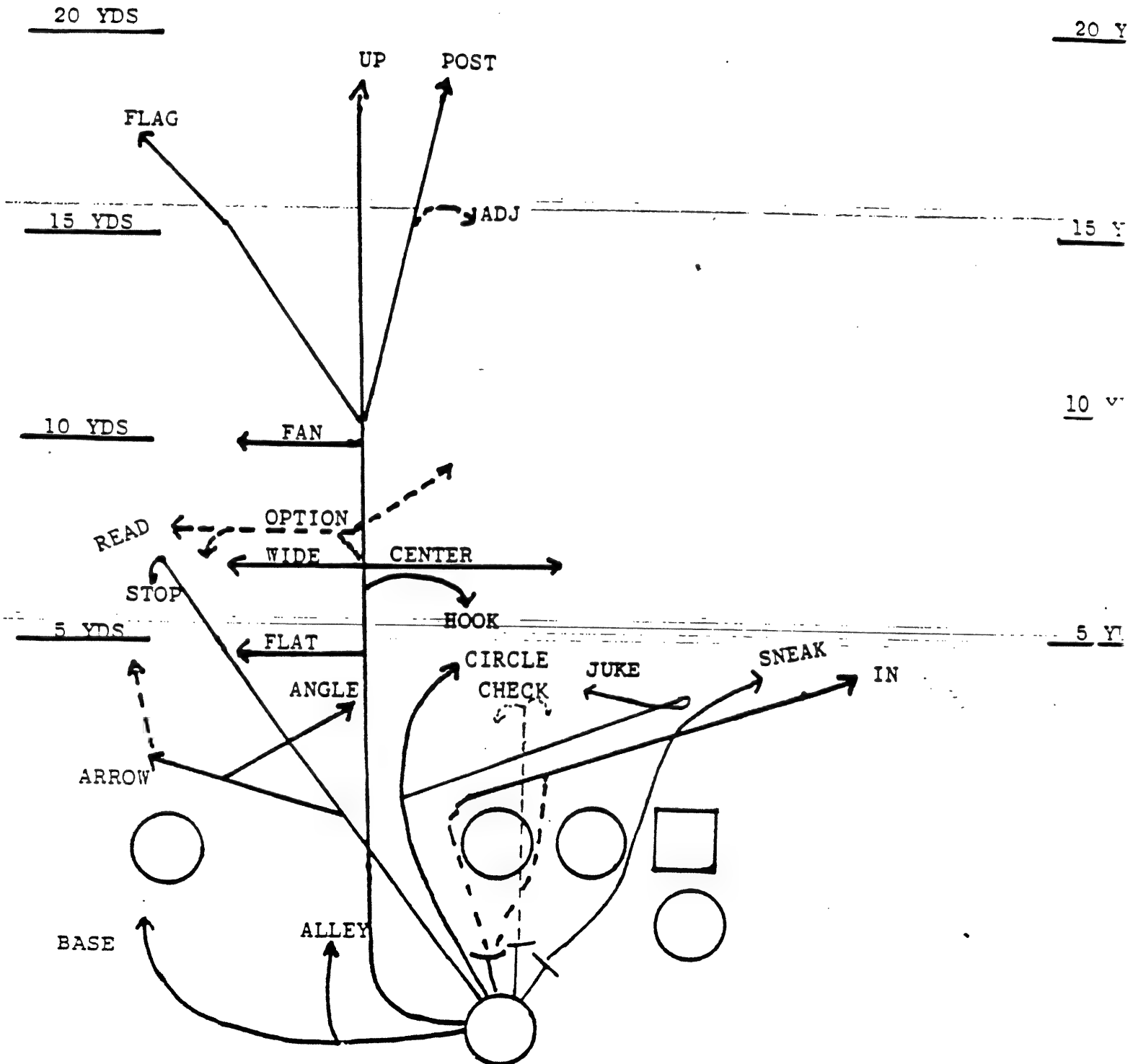


ROUTE 4 OR 6 VS PRESS

F TREE



H TREE



PASS ROUTES FOR BACKS

1. OPTION - Drive at backer, your side. Check type of coverage, man or zone. Push up 7 to 8 yards. Give him move. Break in or out on him. Sprint out of break. Out break 90° angle. Alert for help from outside, adjust in break at 45°
2. STOP - Drive up-field to 7 yard depth, approximately top of number. Hook outside always, do not drift out or back vs man declare stop and then slide.
3. GET OPEN - Work off of inside shoulder of Flat Defender, at a depth of 6-10 yards. VS man run "6" route.
4. UP - Release outside OT, drive down-field, quickly looking over inside shoulder. Get head around to QB at L.O.S. if you see inside Backer dog. Be alert for Scot protection.

5. READ The Read Route - an up field flare. Run off underneath coverage, zone with outside backer buzzing out, run at him 6 to 7 yard stop. Outside backer drops to hock, run at him. Break out, pull up in void inside rolled up DE VS Man, break out at 90° to flat - No inside option.
6. POST - Release outside OT. Drive straight up-field to 8 to 10 yards. Break to inside for post angle. Alert to adjust route to the type of coverage your getting by game plan. Stay outside Hash mark.
7. FAN - Release outside OT. Drive up-field to a depth of 10 yards. Jab, and break outside at 90° angle.
8. FLAG - Release outside OT. Drive up-field 10 yards. Break at a 45° angle toward Flag. Receive ball over outside shoulder. VS man coverage. Give post move.

9. ARROW - Drive hard at LB, break flat. Break not to be over one yard down field. Gain ground to 3 yard at end of route. No adjustments.
10. SHOOT - Same as Arrow. When you feel LB bite, turn up-field and look for ball over inside shoulder. You should be gaining width with depth. If Backer backs up gain more ground. If dog, look for ball quick.
11. CROSS - Release down-field to a depth of 4 yards. Fake LB to outside, and break across field. You want to be 7 yards deep at opposite tackle.

12. IN - An H back route, a release inside or outside at release on a cross pattern to 3 to 4 yards down field. You want your depth to be 5 yards deep at opposite TE.
13. FLAT - An adjusted route VS man or zone. VS man drive up field 5 yards, jab, and break out at 90 degrees. VS zone gain more width and break off at 2 yards to a depth of 5 yards.
14. WIDE - Drive up-field to a depth of 7 yards. Fake LB inside and break outside at 90 degrees. (Adjust to coverage).
15. ALLEY - Start base route, lose 2 yards on release. Turn up-field approximately half way between Y & Z. ~~Come under control. Should get ball over inside shoulder on or before L.O.S.~~
16. CENTER - Release as Arrow Route, at approximately 7 yards outside tackle and 4 to 5 yards depth break at 90 degree inside no adjustments
17. JUKE - Cross underneath LB's declaring your position at a point 6 yards deep over the ball. If defender won't allow you to cross the field work into him and juke him.
18. ANGLE - Release as Arrow route. Use good 3 step stick move to outside. Plant and break back on a 45 degree angle to inside angle. Could be less, depending on depth of backer. You must come under the backer.
19. BASE - Release to outside. Drive at WR's position, gaining ground as you go. ~~Do not lose any ground on release. Turn up-field as soon as you reach WR's alignment.~~
20. SNEAK - Step up square stance, show pass block. Delay release 2 counts, then release to soft area over OG. Check to depth of about 5 yards.
21. WHEEL - Release as flat route at a depth of 6 yards. Roll to flat. To clear under coverage, you may turn into shoot at sidelines. Threaten seam on Frank. VS zone you must go faster, to pull the coverage outside.
22. CHECK DOWN - A route that replaces underneath coverages after completing called protection assignment, called back will leak through L.O.S. into void area working to an open spot, depth may vary according to underneath coverage.

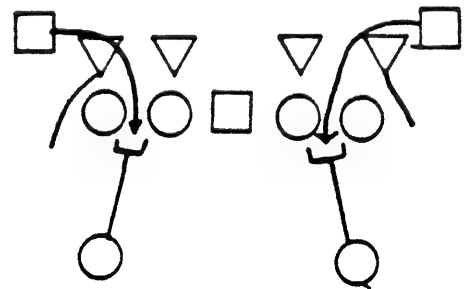
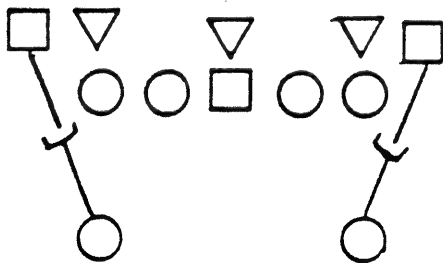
PASS BUTT BLOCK: This block is the base block used by a back to block a LB'er in the dropback passing game. It amounts to a Butt Block.

TECHNIQUE:

1. P.S.L.: Locate your LB'er and maintain vision on him. If he drops off now your concentration changes to either an assigned area or person!
2. APPROACH: Set quickly by stepping with your near foot at the man, focusing all your attention on the LB'er. If he is dogging, meet him as close to the L.O.S. as possible. Your approach should be right down the middle of the man. Keep your knees bent, head up and feet apart!
3. CONTACT: Strike the man through the numbers with the forehead and simultaneously with the heel of the hands. Ideally the hands should go right through the man's lower chest area. Hit on the rise driving your helmet up under the man's chin. Keep your feet moving upon contact.
4. FINISH: Keep your head up and feet moving. Don't stop because you are blocking for the passing game. With exact execution of these techniques you can put a man on his back if you will finish your block.
5. C.P.: Get your eyes on the man as soon as possible. If he's dogging go to meet him. Constrict the area he has to move in by meeting him up in the hole. Don't flinch.

COMMON FAULTS:

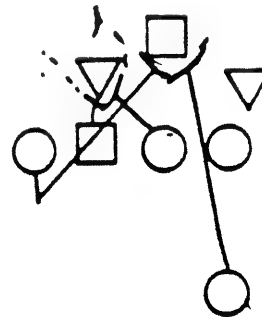
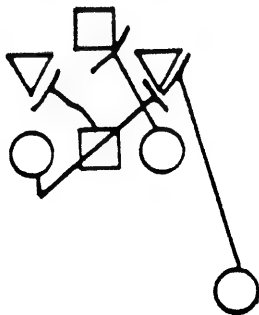
1. Not locating the LB'er on 1st step.
2. Failure to go meet the man.
3. ~~Not hitting on the rise.~~
4. Not striking through the numbers.
5. Over-extending.



- 2.11 WHAM BLOCK: The Wham Block is a block off the odd Trap Blocking scheme. With the near back and "O" guard, doubling a man on or off L.O.S. in "G" guard area. A Shoulder Block.

TECHNIQUE:

1. P.S.L.: Check Defense at P.O.A. to determine who your assignment is going to be.
2. APPROACH: Explode out of stance. Lead step with near foot, drive at outside leg of guard.
3. CONTACT: Your contact point is outside thigh of man, leaving inside thigh for trapping guard. Contact point is same for Down Lineman or Linebacker, hit on the rise, keep feet moving.
4. FINISH: Maintain good base. Keep feet moving. Stay with him as long as possible.



ELIMINATING THE FUMBLE

The FUMBLE is a costly mistake and a useless tragedy. It is caused by one or both of these things:

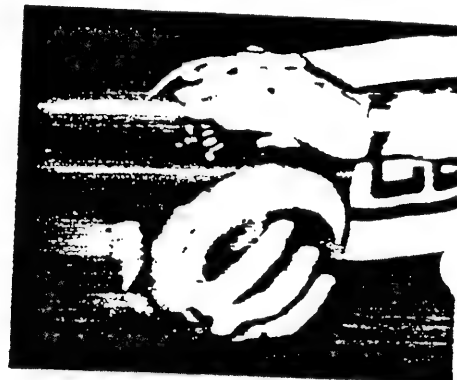
1. Coaches do not teach proper ball protection.
2. The ball carrier ignores instructions. The FUMBLE is unnecessary.

A ball carrier should never FUMBLE. Just hold the ball with all fingers firmly around the NOSE and tuck it tightly against the body and elbow crook. The old excuse is that you cannot run as fast, but that just is not so. Ball carriers have been timed both ways and their speed is the same.

Carrying the football correctly is the most important fundamental in the game. The right way is easy and moving the ball from one arm to the other is simple. Always carry the ball away from the tackling field and when in HEAVY TRAFFIC, place the FREE hand on top of the ball and hold on for dear life. How you hold the ball can mean WIN or LOSE.



Correct way to hold the football. Carry it away from the tackling field!



When being tackled, place the FREE hand on top and hold on for dear life.



NEVER! A blow to either arm will cause a FUMBLE!

BEARS/CUBS SERIES

THIS SERIES IS A PROTECTION CALL THAT ALLOWS US TO GET A DESIGNATED BACK INTO THE PATTERN WITHOUT HAVING SWING PICK-UP. BY THE SERIES CALLED BEARS/CUBS THE LINE WILL USE A SLIDE TYPE OF PROTECTION, EITHER TO OR AWAY FROM THE Y MAN. THE REMAINING BACK HAS DUAL PICK-UP AWAY FROM PROTECTION CALLED. QB TAKES 5 STEP DROP.

BEARS - THE LINEMEN SLIDE TO THE Y MAN.
THE REMAINING BACK DUAL PICK-UP
AWAY FROM Y MAN.

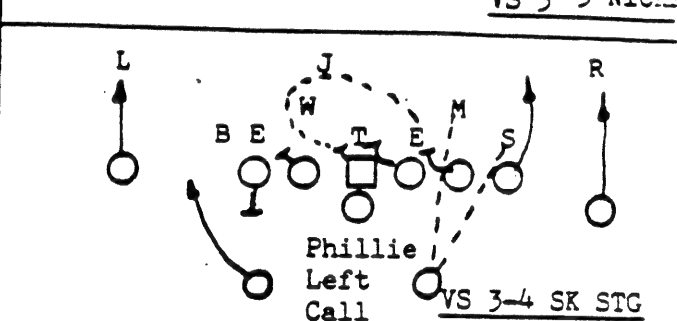
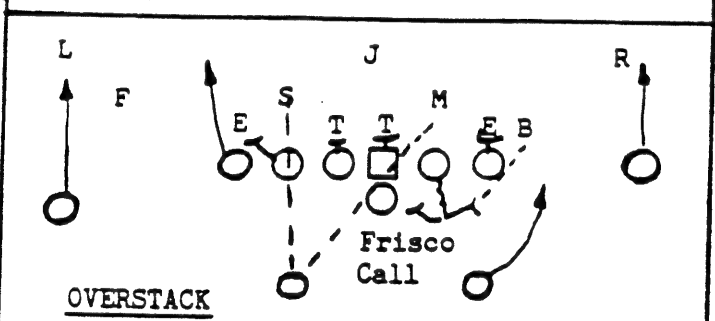
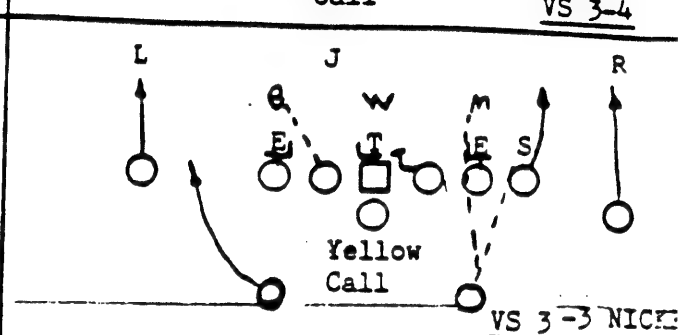
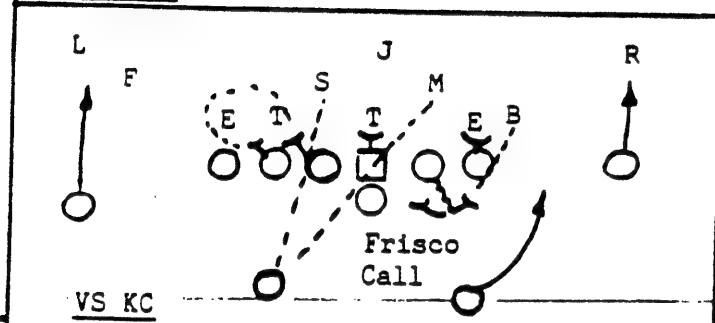
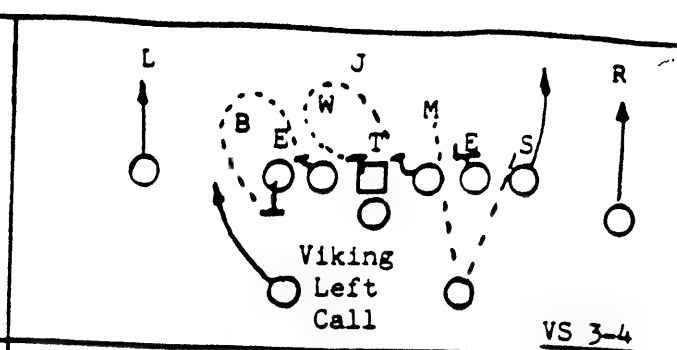
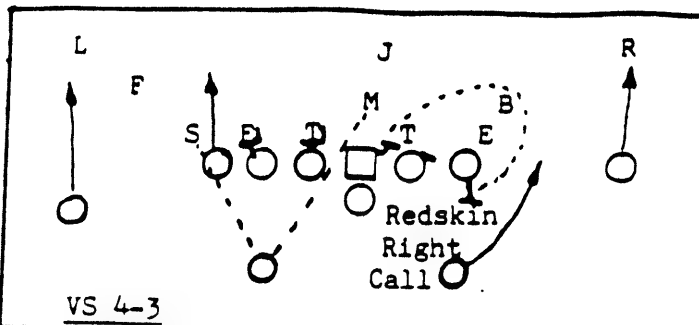
CUBS - THE LINEMEN SLIDE AWAY FROM THE
Y MAN. THE REMAINING BACK DUAL
PICK-UP TO THE Y MAN.

SPRINT CUBS

NOTE: IF "FLARE - CUBS" IS PROTECTION CALL, THEN
QB TAKES 7 STEP DROP AND ROUTE DEPTHS ARE
ADJUSTED.

PLAY CUBS PROTECTION (LEFT FORMATION) (90'S)

PLAY CUBS PROTECTION (RIGHT FORMATION)



PWR PATTERN

QB

OWR PATTERN

BACK AWAY Y - N.S.P.U. YOU HAVE A FREE RELEASE.

Y PATTERN

BACK TO Y HAS A DOUBLE RESPONSE.
MAC TO STUB A SET WITH ONE BACK IN BACKFIELD YOU HAVE PICK UP.

PT

BLOCK DEFENSIVE END.
ALERT PHILLIE RT/PHILLIE LT.
CALLS.

PG

BLOCK DEFENSIVE TACKLE.
ALERT PHILLIE OR VIKING
RT/LT CALLS.

C

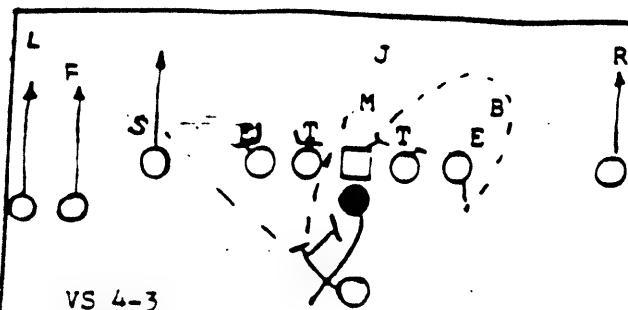
MAKE PROPER CALL TO SLIDE THE
PROTECTION AWAY FROM THE FORMATION
CALLED. VS EVEN DEFENSES, COWBOY
OR REDSKIN CALL VS ODD DEFENSES
VIKING PHILLIE OR FRISCO.OFG CONTROL GAP TO OUTSIDE
BE ALERT FOR FRISCO CALL. MAN BLOCK.

OFT

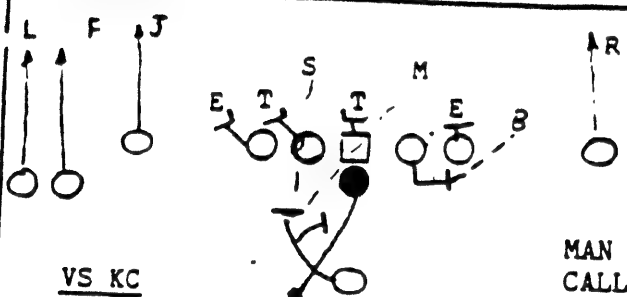
BLOCK DEF. END ON COWBOY CALL
BLOCK OUTSIDE GAP ON VIKING PHILLIE
AND REDSKIN CALLS.

BLOCKING VARIATIONS

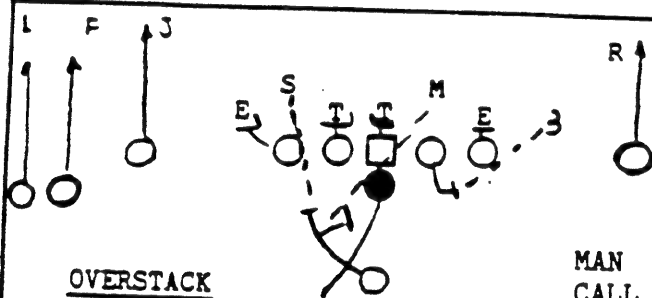
<p>Viking Right Call</p> <p>VS UNDER</p>	<p>Viking Left Call</p> <p>VS 34 SK WK</p>
<p>Cowboy Right Call</p> <p>VS 4-4</p>	<p>Cowboy Left Call</p> <p>VS 34 EVEN 4</p>
<p>Frisco Call</p> <p>VS OVER</p>	<p>Viking Left Call</p> <p>C.P. RG STAB MIKE</p> <p>VS 34 M</p>
<p>Cowboy Right Call</p> <p>VS 43 STK L</p>	<p>Phillie Left Call</p> <p>VS 34 EVEN L</p>
<p>Frisco Call</p> <p>VS 46 OVER</p>	<p>Frisco Call</p> <p>VS OVER NICKEL</p>
<p>Phillie Right Call</p> <p>VS 46</p>	<p>Phillie Left Call</p> <p>VS 36</p>



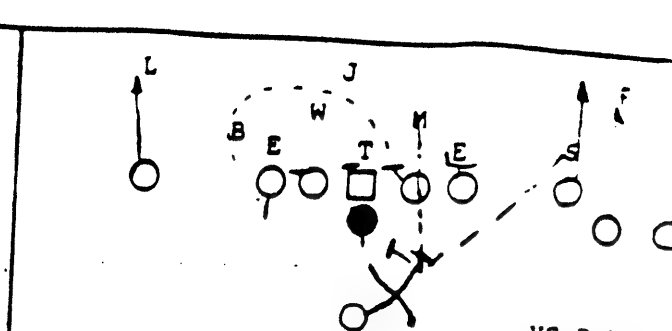
VS 4-3



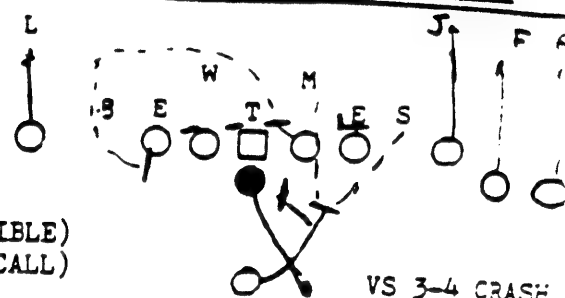
VS KC

MAN
CALL

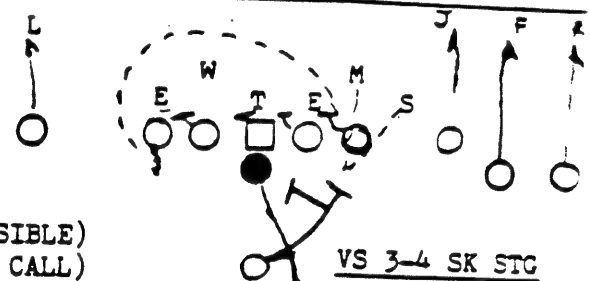
OVERSTACK

MAN
CALL

VS 3-4

(POSSIBLE)
(MAN CALL)

VS 3-4 CRASH

(POSSIBLE)
(MAN CALL)

VS 3-4 SK STC

PWR PATTERN

1. 1st STEP STRAIGHT BACK
QB 2. SLIGHT ROLL TO SIDE OF CALL

OWR PATTERN

USE SPRINT DRAW TECHNIQUES.
BLOCK MAC, TO STUB. NO DOG TURN
BC BACK TO HELP INSIDE.

Y PATTERN

NOTE: QB IS SPRINTING YOUR SIDE.

PT CUBS PROTECTION - TRY TO
TAKE ON DEF. END TOUGH

PG CUBS PROTECTION - TRY TO
TAKE ON DEF TACKLE TOUGH

RB ROUTE WILL BE BY GAME PLAN

C CUBS PROTECTION

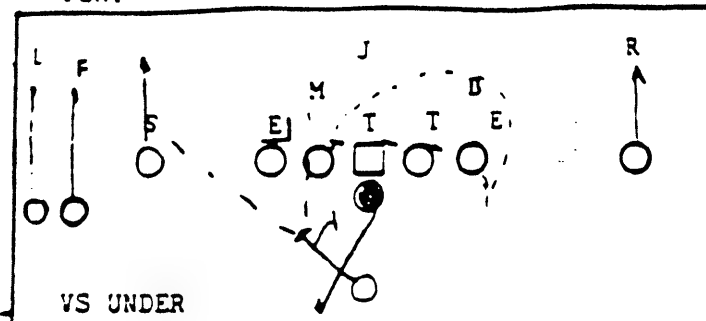
OFG CUBS PROTECTION

OFT CUBS PROTECTION

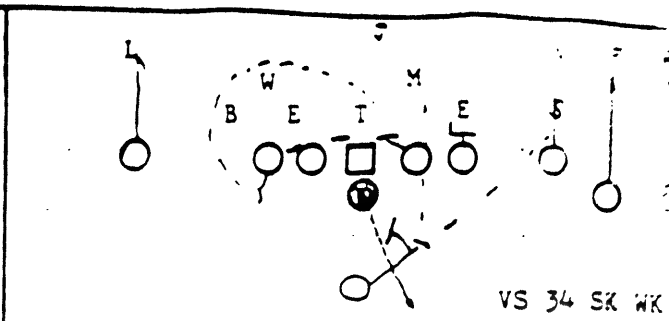
BLOCKING VARIATIONS

PLAY SPRINT CUES

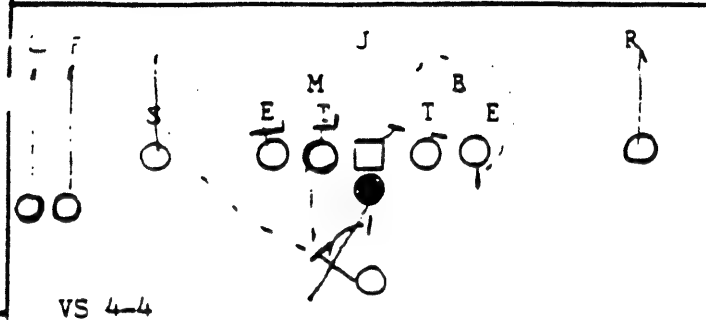
PLAY SPRINT CUES



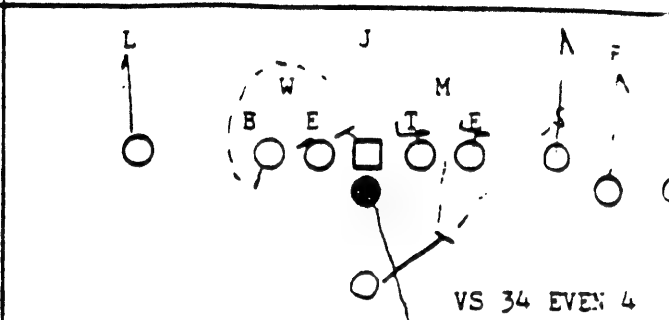
VS UNDER



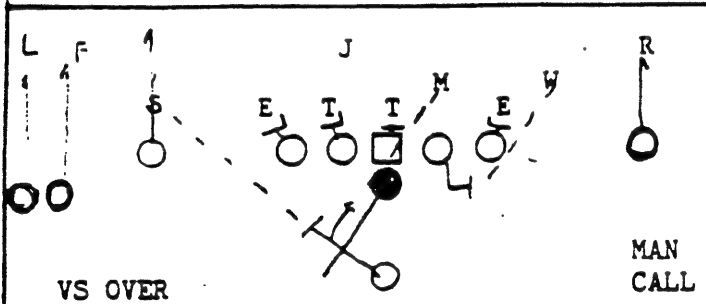
VS 34 SK WK



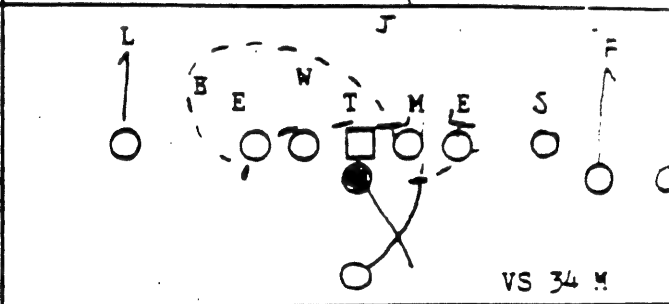
VS 4-4



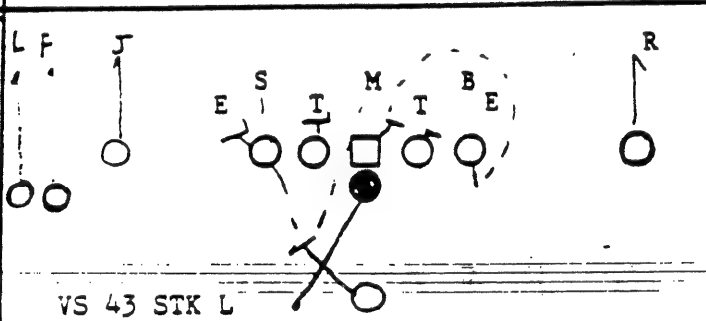
VS 34 EVEN 4



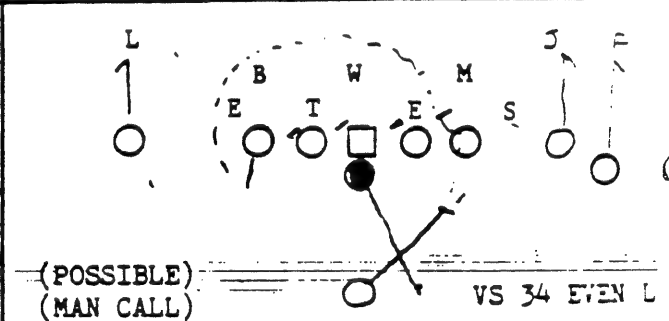
VS OVER



VS 34 M

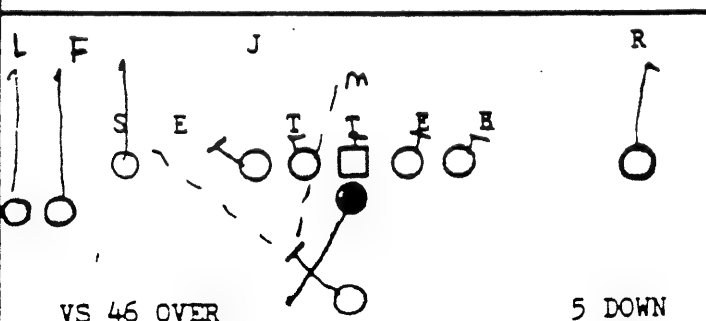


VS 43 STK L

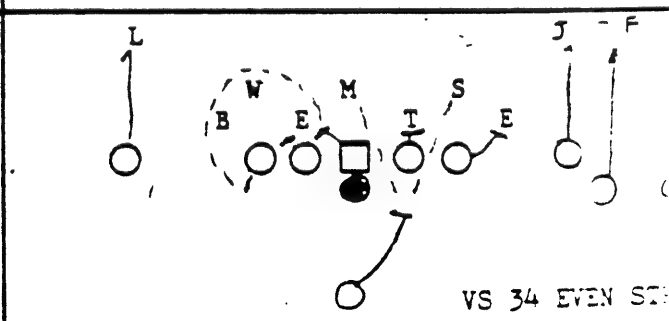


(POSSIBLE)
(MAN CALL)

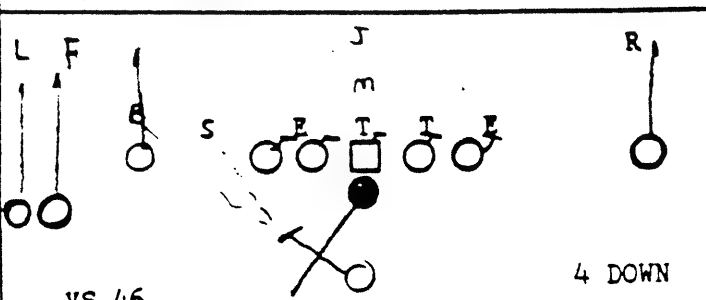
VS 34 EVEN L



VS 46 OVER

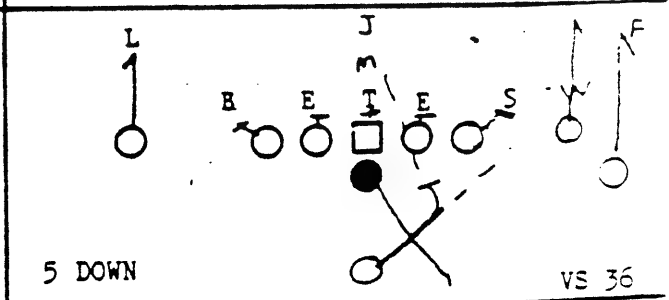


VS 34 EVEN ST



VS 46

4 DOWN

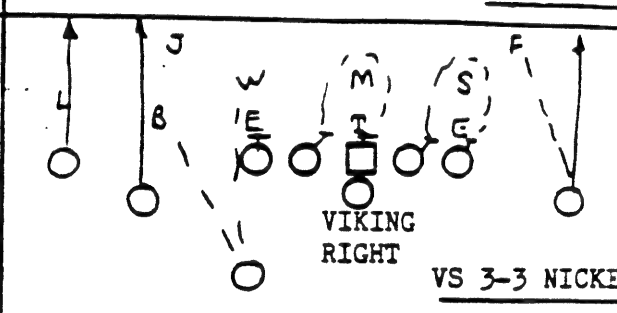
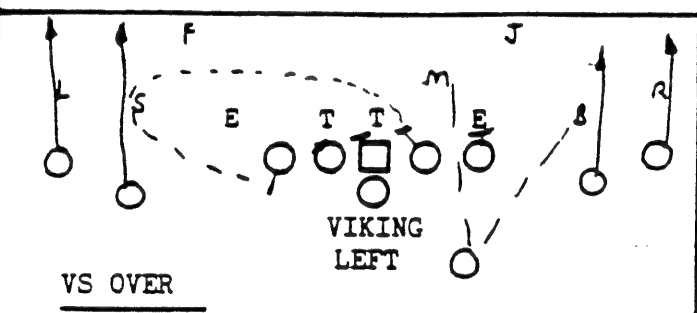
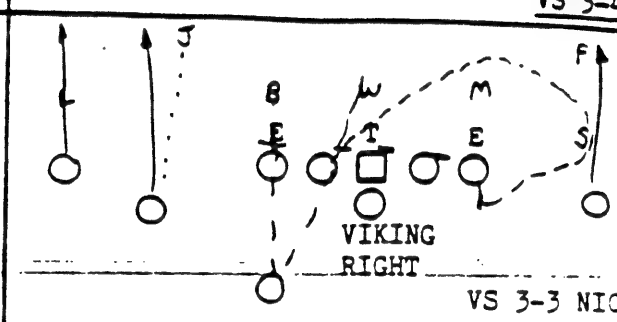
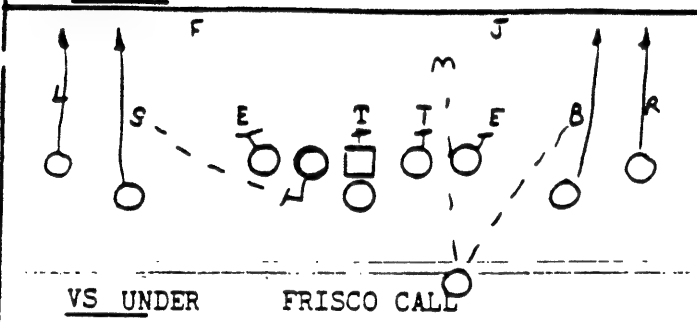
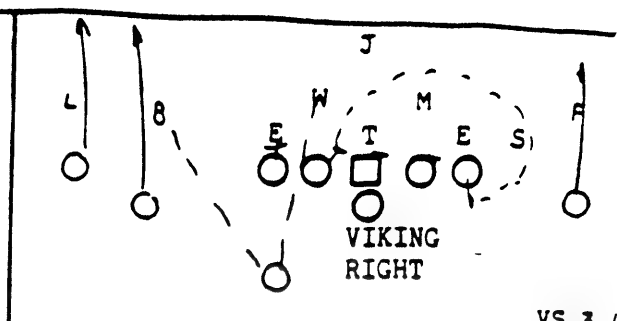
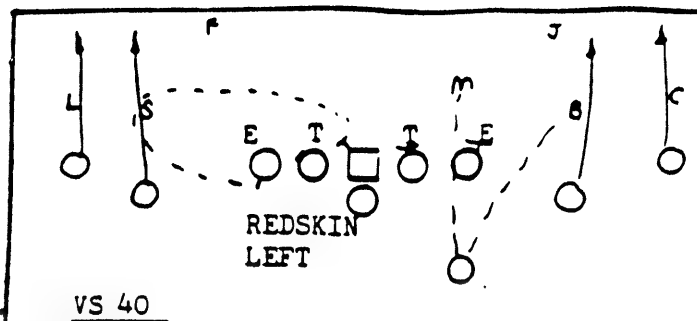


5 DOWN

VS 36

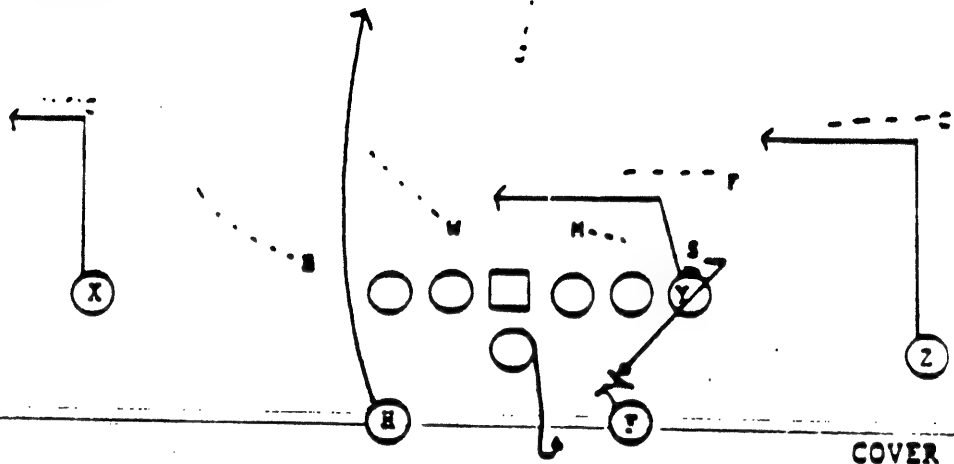
PLAY BEARS PROTECTION (LEFT FORMATION)

PLAY BEARS PROTECTION (RIGHT FORMATION)

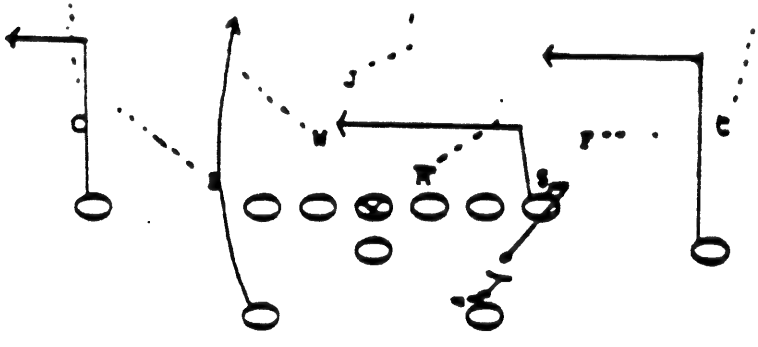


PWR	PATTERN	QB
OWR	PATTERN	BC FREE RELEASE
Y	PATTERN	
PT	BLOCK DEFENSIVE END ALERT PHILLIE RT/PHILLIE LT CALLS	
PG	BLOCK DEFENSIVE TACKLE ALERT PHILLIE OR VIKING RT/LT CALLS	RB YOU HAVE THE DOUBLE RESPONSE
C	MAKE PROPER CALL TO SLIDE THE PROTECTION TOWARD FORMATION CALLED. VS EVEN DEFENSE, COWBOY OR REDSKIN CALL VS ODD DEFENSE, VIKING, PHILLIE, OR FRISCO	
OG	CONTROL GAP TO OUTSIDE BE ALERT FOR FRISCO CALL. MAN BLOCK	
OFT	BLOCK DEF. END ON COWBOY CALL	BLOCKING VARIATIONS

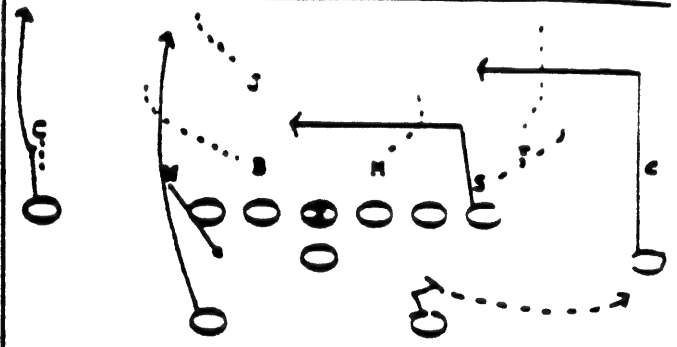
SERIES . PROTECTION CUBS PATTERN 326 SWING CONTROL H UP
 AUDIBLE 91
 FORMATION SPLIT RIGHT



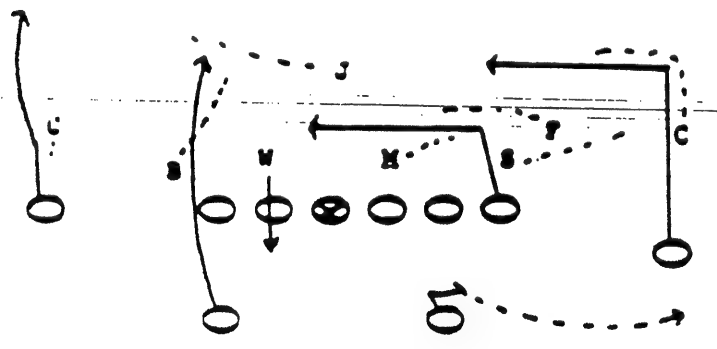
COVER 1 FREE



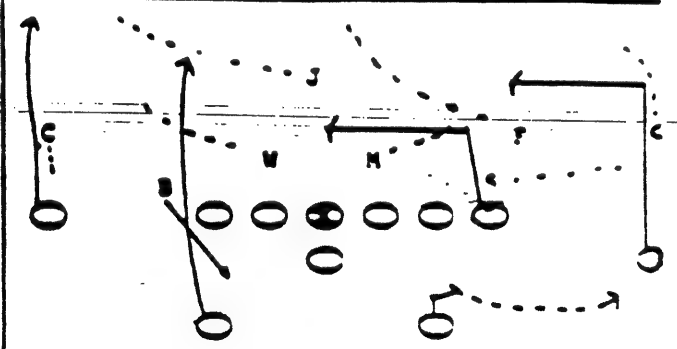
COVER 4



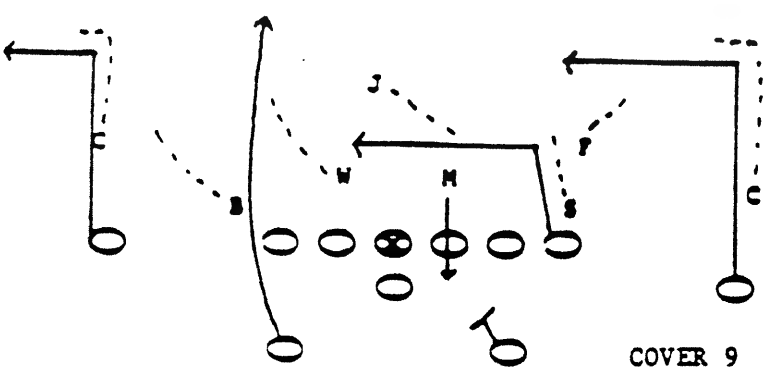
COVER 2



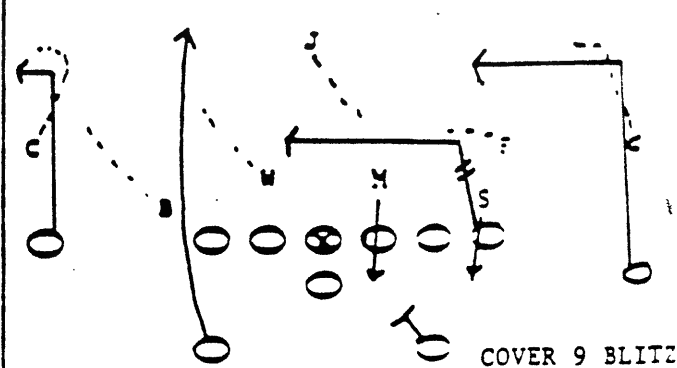
COVER 7



COVER 6, CLEO



COVER 9



COVER 9 BLITZ

COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 326 SWING CONTROL H-UP

QUARTERBACK

P.S.L. _____ READ _____ SAFETIES _____ DROP 5 STEP

PROGRESSION Y TO Z

- C.P.s:
1. GOOD VS ALL DEFENSES, BEST VS LOOSE 4 COVERAGE
 2. LOOKING FOR Y, N.T. Z WILL BE IN LINE OF VISION
 3. Y WILL JUKE WHEN ABSOLUTELY NECESSARY

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N.S.P.U. ROUTE UP

C.P.s: 1. GET OUT QUICK ON UP ROUTE

FULLBACK - F

PROTECTION CUBS S.P.U. ROUTE BASE RELEASE NONE

- C.P.s:
1. DOUBLE RESPONSE, INSIDE TO OUTSIDE
 2. BASE OUT LATE IF POSSIBLE

X

SPLIT MINIMUM ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJUST

- C.P.s:
1. REDUCE SPLIT 1-2 YARDS - DRIVE QUICKLY AT CORNER
 2. USE SPEED TURN AT B.P. OF 11 YARDS
 3. GET HEAD AROUND QUICKLY TO FIND FLIGHT OF BALL
 4. VS COVER 2 - ZONE ADJUST

Y

SPLIT NORMAL ROUTE 2 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s:
1. CONTROL ON INSIDE RELEASE - NOT IN A HURRY
 2. PUSH UP-FIELD 4-5 YARDS AND BREAK UNDER MAC - KEEP COMING ACROSS FIELD - BE ALERT FOR BALL
 3. YOU MAY JUKE IF WALLED OFF
 4. MUST LEARN THIS MODIFIED 2 TECHNIQUE FOR THIS PATTERN

Z

SPLIT MINIMUM ROUTE 6 RELEASE STRAIGHT ADJ Vs CLEO NONE

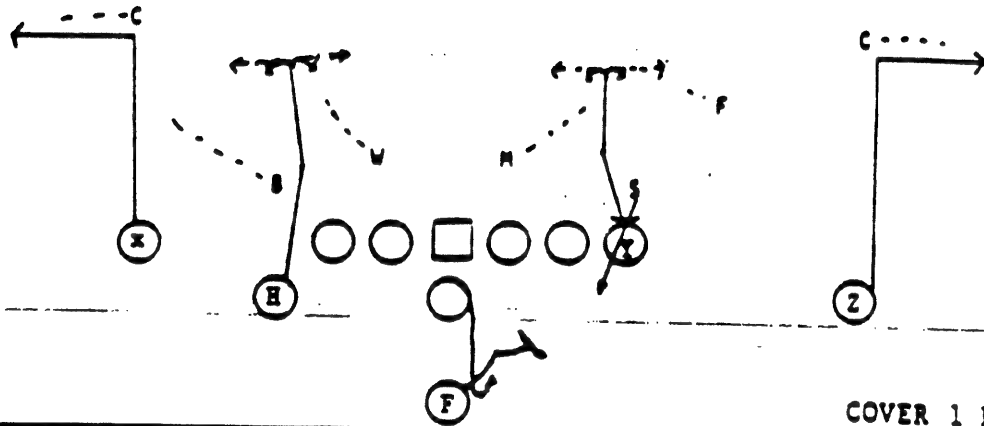
- C.P.s:
1. MUST LEARN THIS IS 12 YARD 6 ROUTE FROM MINIMUM SPLIT. QB IS TAKING 5 STEP DROP.
 2. USE VERTICAL PUSH VS COVER 2

SERIES & PROTECTION CUBS PATTERN 343 DOUBLE CHOICE

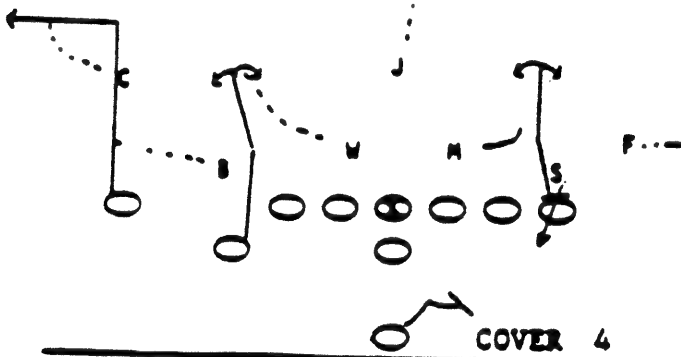
ALDIBLE 93/93 Z OPTION / GEE

SWING CONTROL _____

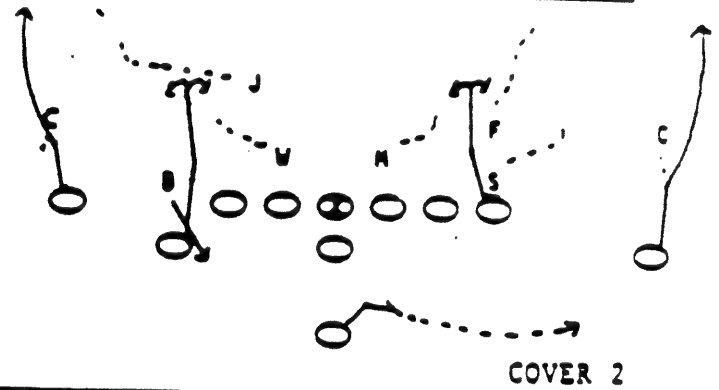
FORMATION DOUBLE RIGHT



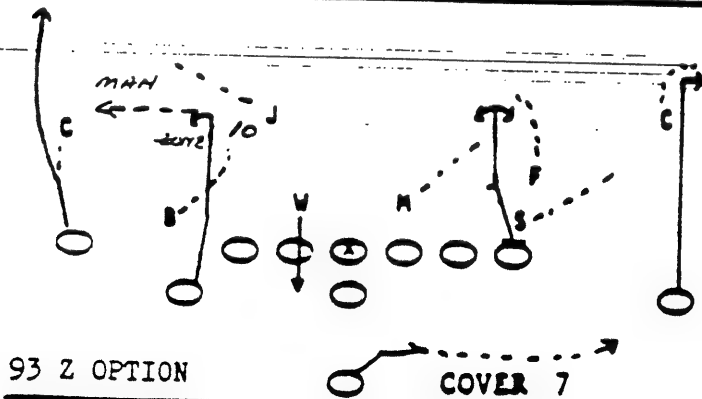
COVER 1 FREE



COVER 4

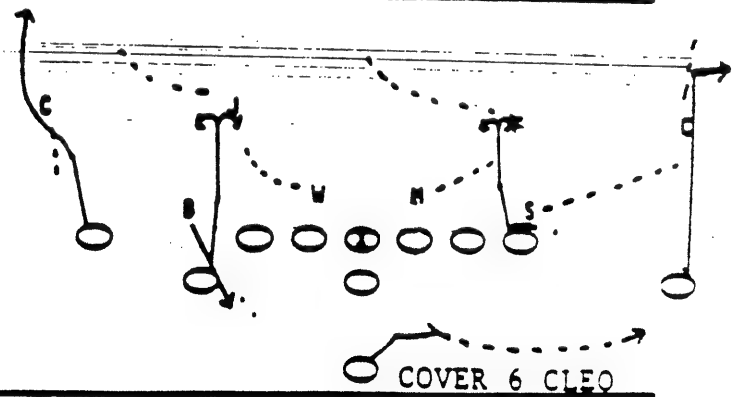


COVER 2

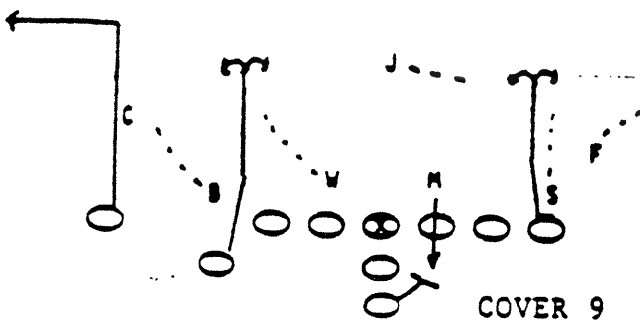


93 Z OPTION

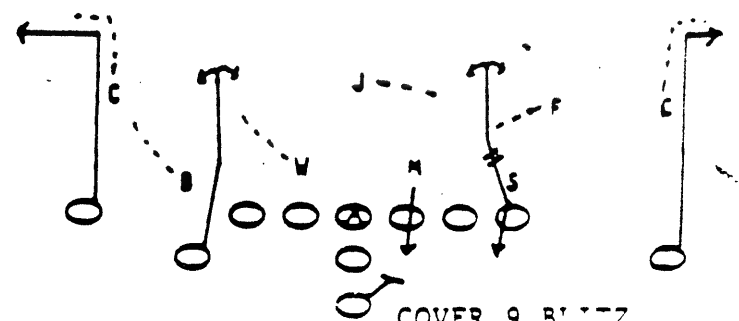
COVER 7



COVER 6 CLEO



COVER 9



COVER 9 BLITZ

COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 343 SWING CONTROL DOUBLE CHOICE

QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 5 STEP

PROGRESSION H TO X Y TO Z

- C.P.s:
1. THROW AWAY FROM JILL EXCEPT ON 2 & 8 COVERAGE
 2. 4 COVERAGE - LOOK FOR H IF BUC TAKES HIM AWAY NO ONE OUT
 3. 4 MAN LINE WE WILL KEY MAC AND THROW AWAY FROM HIM

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION _____ N.S.P.U. _____ ROUTE _____ CHOICE _____

- C.P.s:
1. ~~INSIDE RELEASE, READ 1st INSIDE LB'er - PRESS INSIDE ON HIM WHILE~~
PUSHING UPFIELD 8 YARDS. LEVERAGE AWAY.
 2. IF INSIDE LB'er GOES AWAY - LEVERAGE ON OUTSIDE BACKER - BREAK INSIDE
 3. VS MAN - DRIVE DEFENDER 8 YARDS VERTICAL AND SPEED MOVE AWAY,
BALL WILL BE THROWN ON BREAK.

FULLBACK - F

PROTECTION _____ CUBS S.P.U. _____ ROUTE _____ BASE _____ RELEASE _____ OUTSIDE _____

- C.P.s:
1. DOUBLE RESPONSE - INSIDE TO OUTSIDE
 2. NO DOG BASE OUT LATE FOR DUMP

X

SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s:
1. NORMAL SPLIT ON THIS 3 ROUTE WILL WIDEN HOLE FOR CHOICE ROUTE.
 2. USE SPEED TURN AT B.P. OF 11 YARDS
 3. VS COVER 2 - ZONE ADJUST

Y

SPLIT NORMAL ROUTE CHOICE 4 RELEASE INSIDE ADJ Vs CLEO NONE

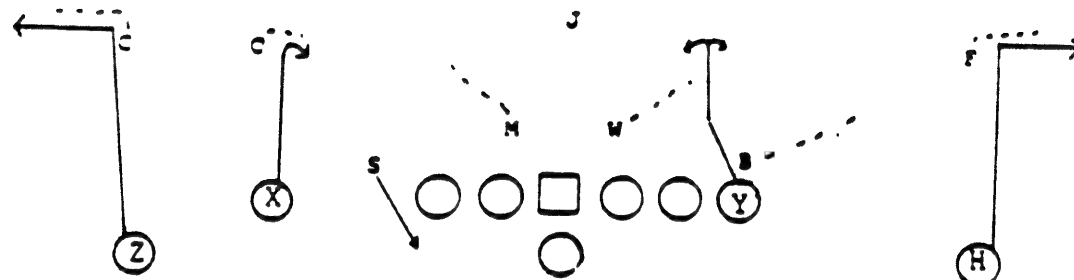
ADJ. VS. COV. 2: NONE

- C.P.s:
1. INSIDE READ 1st INSIDE LB'er - PRESS INSIDE ON MAC WHILE
PUSHING UPFIELD 8 YARDS. LEVERAGE AWAY.
 2. IF INSIDE LB'er GOES AWAY - LEVERAGE ON STUB - BREAK INSIDE.
 3. VS MAN - DRIVE DEFENDER 8 YARDS VERTICAL AND SPEED MOVE AWAY.
BALL WILL BE THROWN ON BREAK

Z

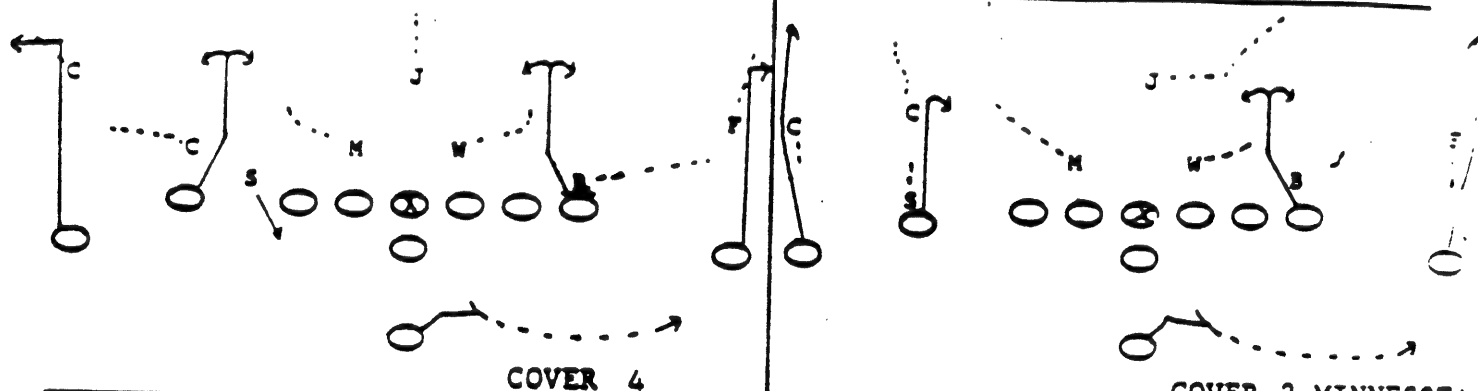
SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s:
1. NORMAL SPLIT ON THIS 3 ROUTE WILL WIDEN HOLE FOR CHOICE ROUTE
 2. USE SPEED TURN AT B.P. OF 11 YARDS

SERIES & PROTECTION CUBSPATTERN 443 CHOICESWING CONTROL H OUTAUDIBLE 93FORMATION FAR RIGHT SLOT

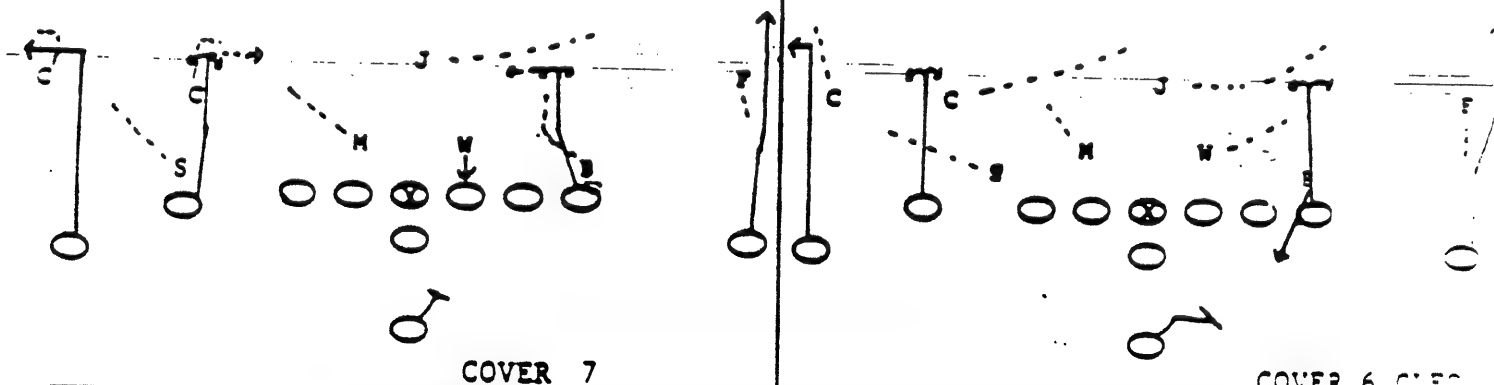
F

COVER 1 FREE



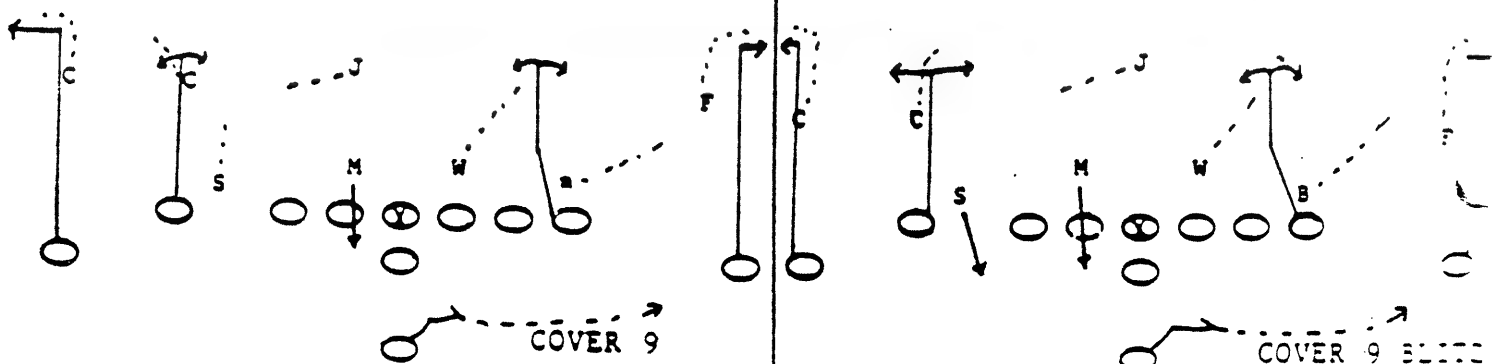
COVER 4

COVER 2 MINNESOTA



COVER 7

COVER 6 CLEC



COVER 9

COVER 9 BLIND

COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 443 CHOICE SWING CONTROL H OUT
QUARTERBACK

P.S.L. READ SAFETIES DROP 5 STEP

PROGRESSION Y TO H X TO Z

- C.P.s: 1. KEY JILL AND THROW AWAY FROM HIM
2. FAR FORMATION, BASICALLY THINKING Y & H
3. EXPECT RECEIVERS TO CATCH BALL ON RUN IF MAN COVERAGE

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. CUBS ROUTE OUT - 3 ROUTE

- C.P.s: 1. NORMAL SPLIT
2. USE SPEED TURN AT 11 YARDS
3. VS CLEO FADE ROUTE

FULLBACK - F

PROTECTION CUBS S.P.U. ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. DOUBLE RESPONSE - INSIDE TO OUTSIDE
2. CHECK BASE IF POSSIBLE

X

SPLIT NORMAL ROUTE CHOICE 4 RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.s: 1. INSIDE RELEASE, READ 1st INSIDE LB'er - DO NOT GO TO HIM BUT PUSH VERT TO 10 YARDS. TURN IN OR OUT BASED ON DROP OF INSIDE LB'er.
2. VS MAN - DRIVE DEFENDER 10 YARDS VERTICAL AND SPEED MOVE AWAY. BALL WILL BE THROWN ON BREAK.

Y

SPLIT NORMAL ROUTE CHOICE 4 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. INSIDE RELEASE, READ 1st INSIDE LB'er - PRESS INSIDE ON MAC WHILE PUSH UPFIELD 8 YARDS. LEVERAGE AWAY.
2. IF INSIDE LB'er GOES AWAY - LEVERAGE ON STUB - BREAK INSIDE.
3. VS MAN - DRIVE DEFENDER 8 YARDS VERTICAL AND SPEED MOVE AWAY. BALL WILL BE THROWN ON BREAK

Z

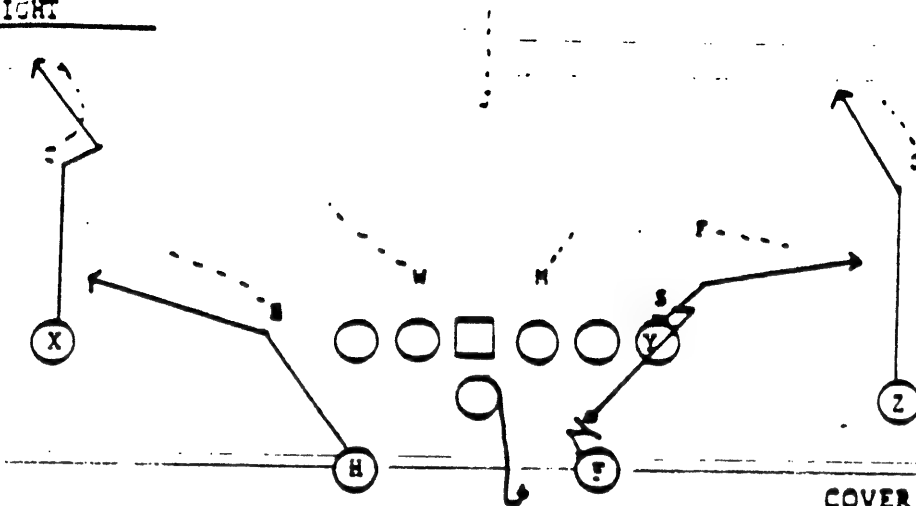
SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. NORMAL SPLIT ON THIS 3 ROUTE WILL WIDEN HOLE FOR CHOICE ROUTE
2. USE SPEED TURN AT B.P. OF 11 YARDS

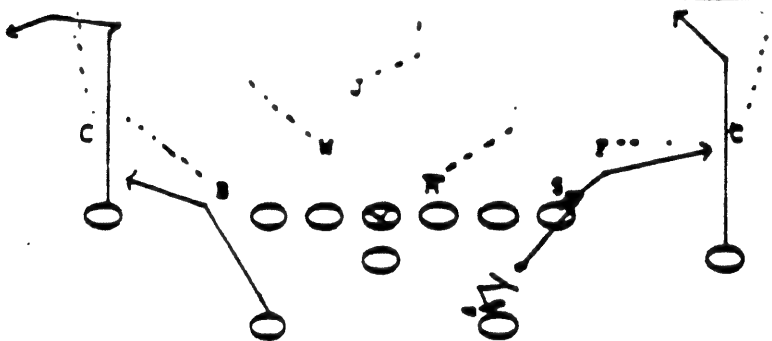
SERIES PROTECTION CUBS PATTERN 718 H FLAT CHECK

AUDIBLE _____

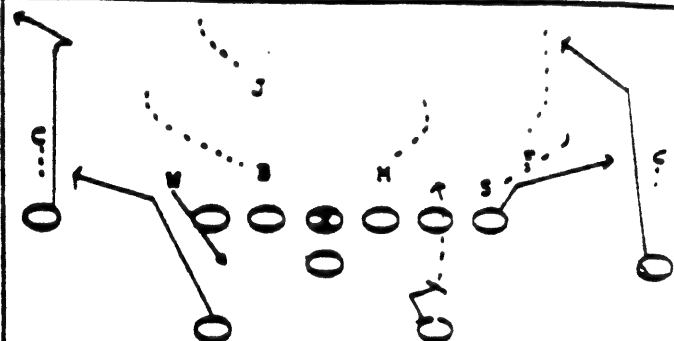
FORMATION SPLIT RIGHT



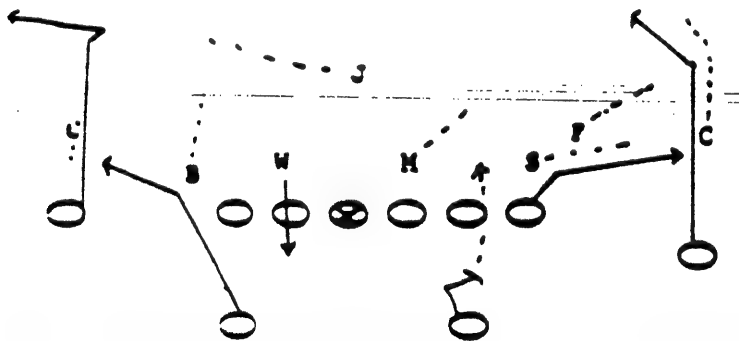
COVER 1 FREE



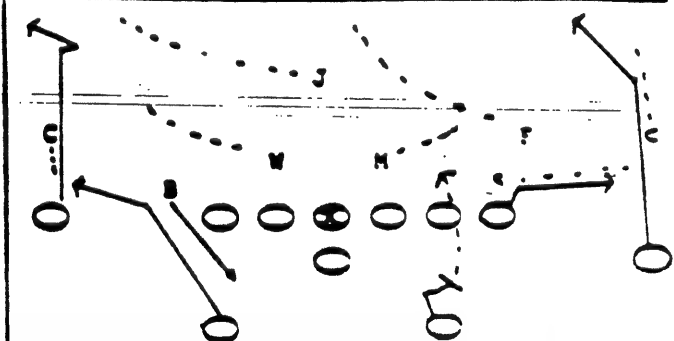
COVER 4



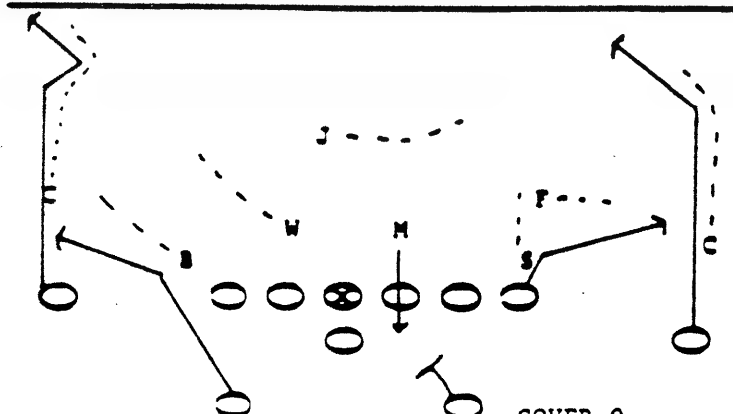
COVER 2



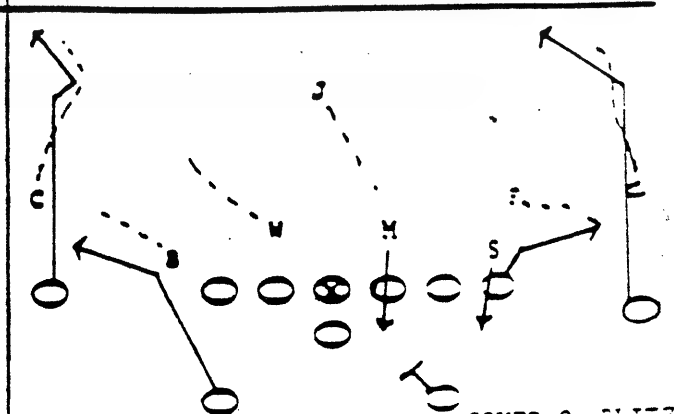
COVER 7



COVER 6 CLEO



COVER 5



COVER 3

COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 718 SWING CONTROL H FLAT CHECK

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 5 STEP / 7 STEP

PROGRESSION Z TO Y TO X

C.P.s: 1. FIRST DOWN CALL WHEN JILL IN C.F. CORNER IS OUTSIDE Z, AND Y
WILL OCCUPY FRANK

2. 2 COVERAGE - GO TO X

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N.S.P.U. ROUTE FLAT

~~C.P.s: 1. YOU HAVE FREE RELEASE~~

2. RUN FLAT ROUTE, VS MAN PUSH UP 6 YARDS, JAB BREAK OUT AT 90°
VS ZONE GET QUICK HORIZONTAL STRETCH ON DEFENSE.

FULLBACK - F

PROTECTION S.P.U. CUBS ROUTE _____ CHECK DOWN _____ RELEASE INSIDE

C.P.s: 1. DOUBLE RESPONSE
2. CHECK DOWN INSIDE TO REPLACE UNDERNEATH COVERAGE
3. SLIDE TO OPEN AREA
4. IF NO DOG - DELAY YOUR RELEASE ON CHECK ROUTE 2 COUNTS

X

SPLIT NORMAL ROUTE 7 RELEASE VARIABLE ADJ Vs CLEO NONE

C.P.s: 1. MUST READ CORNER AND JILL FOR COVERAGE TIP.
2. CONVERT TO 18 YARD 5 ROUTE VS CORNER PLAYING OUTSIDE LEVERAGE WITH
DEEP 1/3 RESPONSIBILITY
3. COVER 2 - MUST PUSH VERTICAL BEFORE MAKING ANGLE BREAK

Y

SPLIT NORMAL ROUTE 1 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

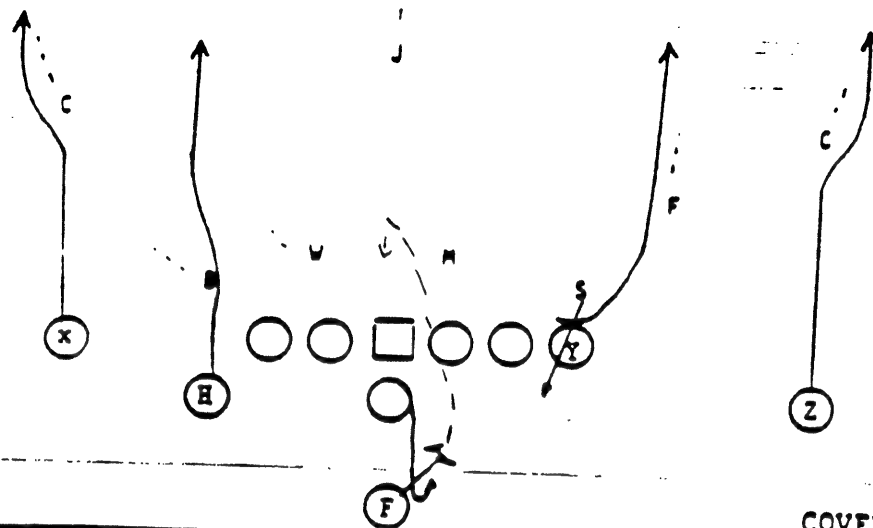
C.P.s: 1. MAKE A SLIGHT UPFIELD MOVE AND BREAK OUT AT AN ANGLE
2. WIDEN AREA QUICKLY AND BE ALERT FOR THE BALL
3. WHEN YOU GET CLOSE TO SIDELINE, SETTLE DOWN AND FACE QB

Z

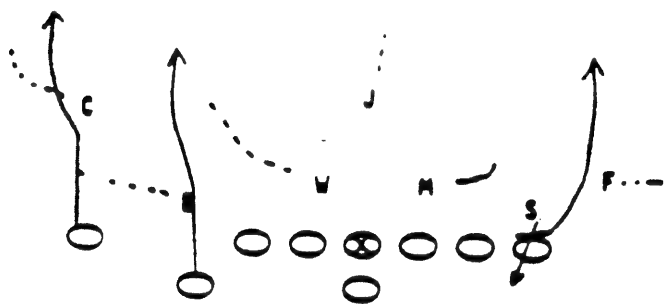
SPLIT MAX ROUTE FIRM 8 RELEASE STRAIGHT ADJ Vs CLEO NONE

C.P.s: 1. DRIVE QUICKLY AT CORNER - B.P. IS 12 YARDS - MUST TAKE OUTSIDE LEG
UPFIELD 4 TIMES. BALL DELIVERED ON BREAK
2. ANGLE ON BREAK WILL TAKE YOU UPFIELD - JUST CROSSING THE NUMBERS WHEN

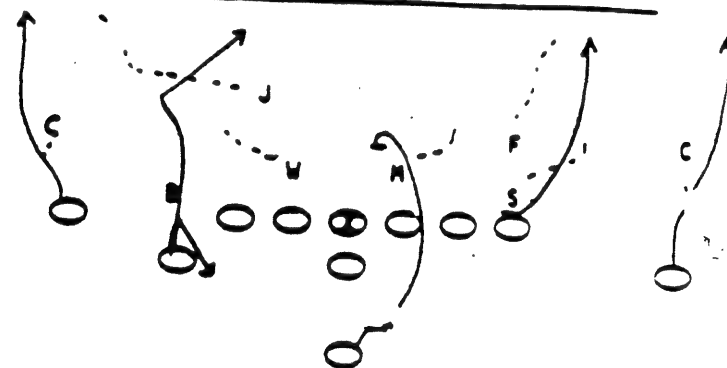
SERIES 4 PROTECTION CUBS PATTERN 999 SWING CONTROL H UP-CHECK
 ALDIBLE 99
 FORMATION DOUBLE RIGHT



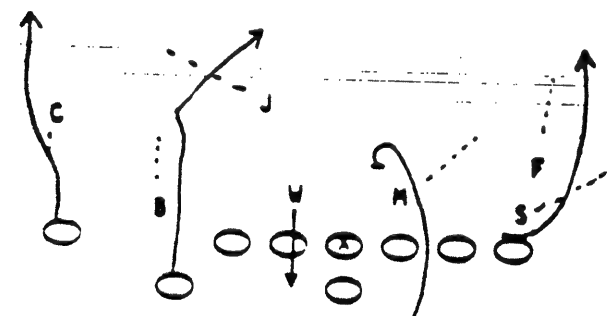
COVER 1 FREE



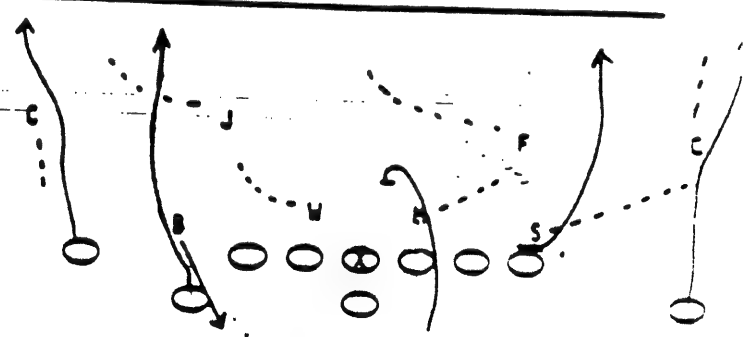
COVER 4



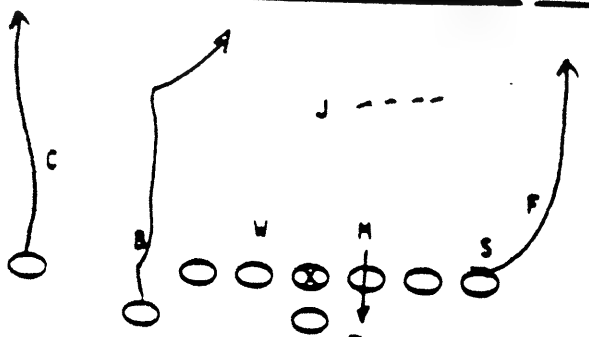
COVER 2



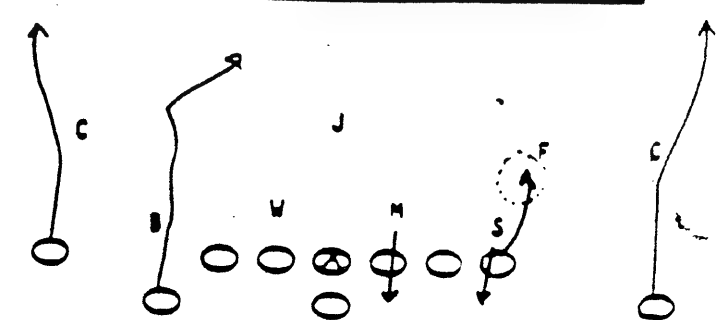
COVER 7



COVER 6 CLEO



COVER 9



COVER 9 RIGHT

COACHING POINTS

SERIES & PROTECTION CUBS PATTERN 999 SWING CONTROL H-UP CHECK

QUARTERBACK

P.S.L. _____ READ _____ SAFETIES _____ DROP 5 STEP

PROGRESSION

- C.P.s: 1. KEY JILL, LOOK HIM OFF AND DRILL BALL TO RECEIVER
2. IF 2 COVERAGE Y WILL BREAK TO POST
3. FAR FORMATION INSIDE WIDE RECEIVER WILL BREAK TO POST

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION _____ N.S.P.U. _____ ROUTE _____ UP _____

- C.P.s: 1. RUN UP ROUTE - COVER 2 BREAK TO POST
2. SPRINT FOR COVERAGE - BY 12 YARDS MAKE DECISION, WHETHER YOU ARE GOING INSIDE OR OUTSIDE

FULLBACK - F

PROTECTION _____ S.P.U. CUBS _____ ROUTE _____ CHECK DOWN _____ RELEASE _____ OUTSIDE _____

- C.P.s: 1. DOUBLE RESPONSE - INSIDE TO OUTSIDE
2. CHECK DOWN IF POSSIBLE

X

SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. SPRINT AT THE CORNER AND MAKE DECISION BY 12 YARDS IF YOU ARE GOING INSIDE OR OUTSIDE HIM
2. AFTER YOU BREAK PAST CORNER, SPRINT, DO NOT LOOK FOR BALL UNTIL YOU HAVE TAKEN SEVERAL STRIDES UP FIELD.

Y

3. QB WILL THROW BALL OUTSIDE AND UPFIELD 3-5 YARDS INBOUNDS
SPLIT NORMAL ROUTE 9 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s: 1. OUTSIDE RELEASE AND PUSH VERTICAL APPROXIMATELY UP THE NUMBERS VS ALL COVERAGES.

Z

SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. SAME AS "X" COACHING POINTS ABOVE

SERIES & PROTECTION FLARE CUBS PATTERN 866 SWING CONTROL H CENTER

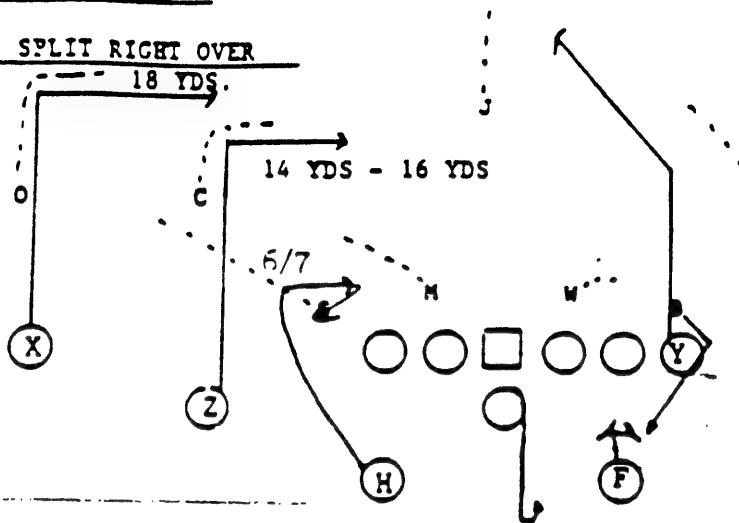
AUDIBLE

FORMATION SPLIT RIGHT OVER

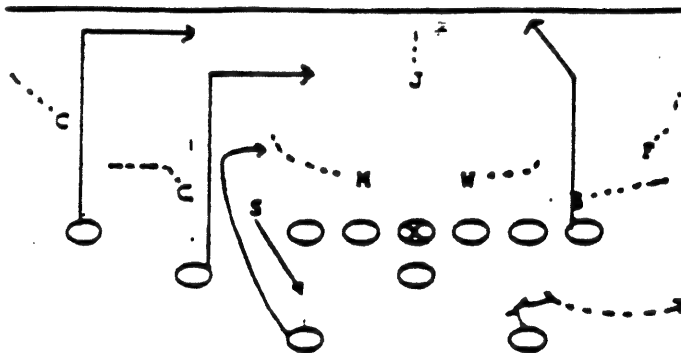
18 YDS.

14 YDS - 16 YDS

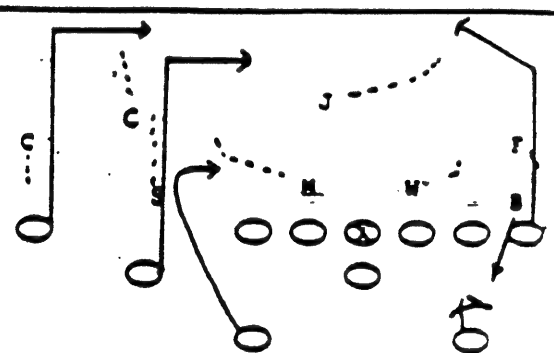
6/7



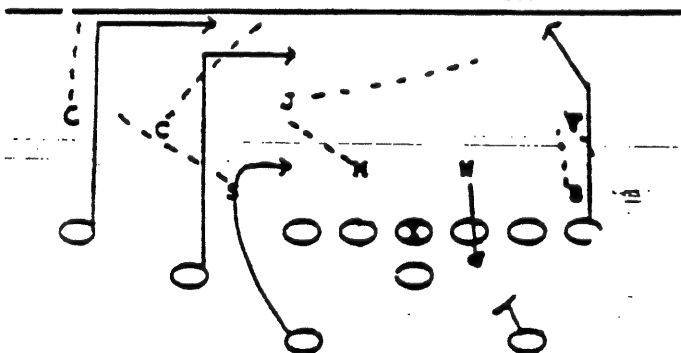
COVER 1 FREE



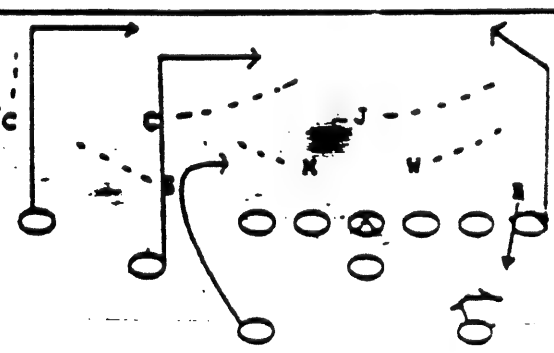
COVER 4



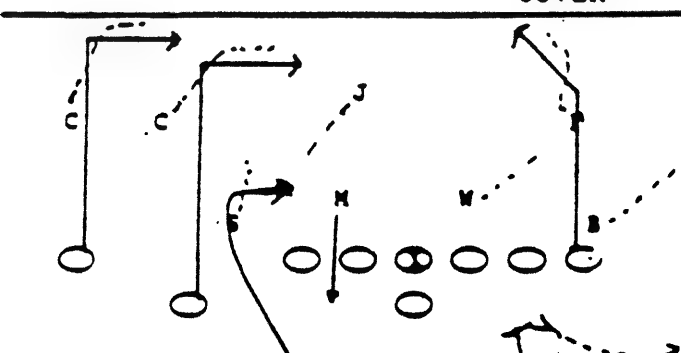
COVER 2 MINNESO'



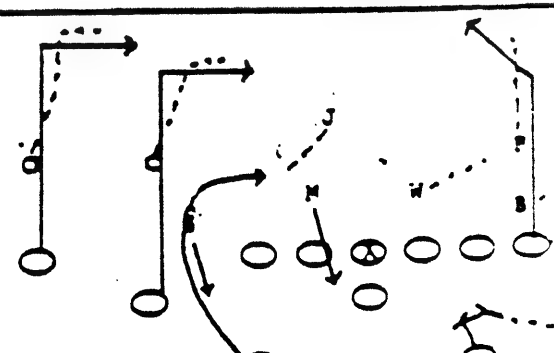
COVER 7



COVER 6 CLEO



COVER 9



COVER 9 BLITZ

COACHING POINTS

SERIES & PROTECTION FLARE CUBS PATTERN 866 SWING CONTROL H-CENTER
QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 7 STEP

PROGRESSION 2 TO HB

- C.P.s: 1. GOOD VS ALL DEFENSES
2. KEY MAC & THEN GO TO Z OR HB - 2 MEN IN MAC'S AREA
3. ALERT S.A. TO Y ON BUC & WILL BLITZ

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION _____ N.S.P.U. _____ ROUTE _____ CENTER _____

- C.P.s: 1. FREE RELEASE
2. TAKE ARROW RELEASE - THEN PUSH UPFIELD VERTICLE FOR 6 YARDS
NO ADJUSTMENTS
3. COME UNDER BACKERS

FULLBACK - F

PROTECTION _____ S.P.U. _____ ROUTE _____ BASE _____ RELEASE _____ OUTSIDE _____

- C.P.s: 1. CHECK WILL TO BUCK
2. NO DOG, CHECK BASE IF POSSIBLE

X

SPLIT MAXIMUM ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. DEPTH IS 18 YARDS WHEN TWO RECEIVERS ARE RUNNING
6 ROUTES AND YOU ARE THE OUTSIDE RECEIVER

Y

SPLIT NORMAL ROUTE 8 RELEASE BEST ADJ Vs CLEO NONE

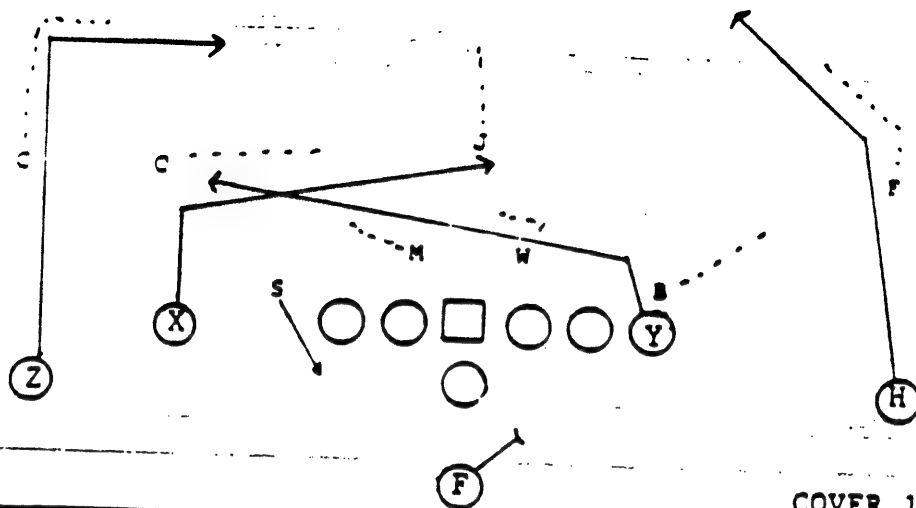
ADJ. VS. COV. 2: POST

- C.P.s: 1. DO NOT ADJUST ROUTE BY COVERAGE

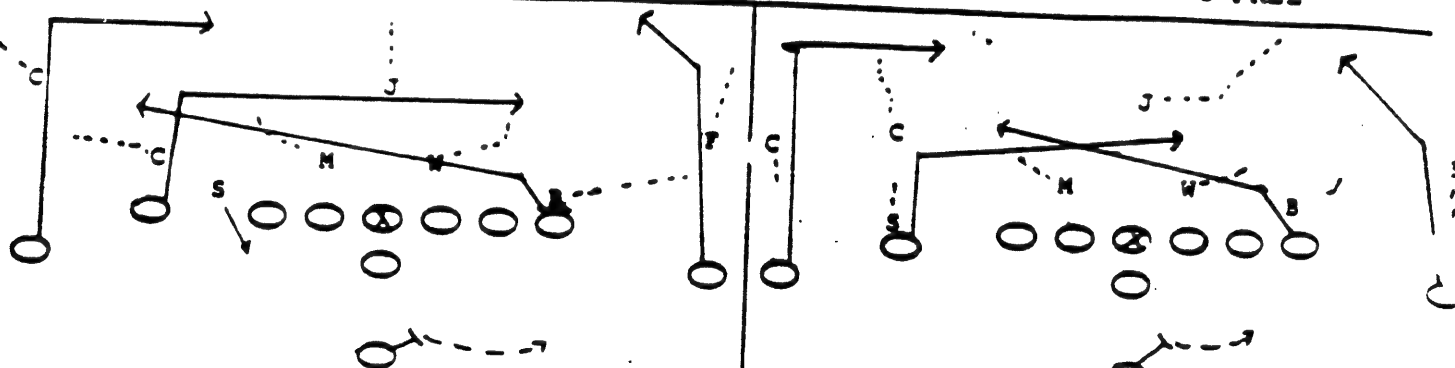
Z

SPLIT NORMAL ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. WHEN YOU ARE THE INSIDE RECEIVER YOU MUST ADJUST DEPTH TO 14 YARDS

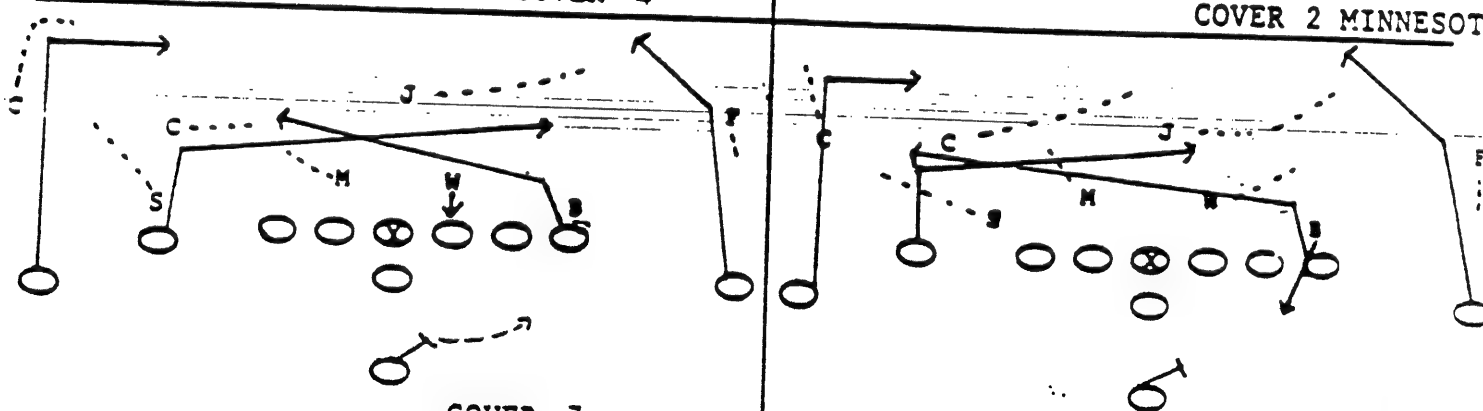
SERIES & PROTECTION FLARE CUBSPATTERN ZZ6 Y-CROSSSWING CONTROL H-POSTAUDIBLE 97FORMATION FAR RIGHT SLOT

COVER 1 FREE



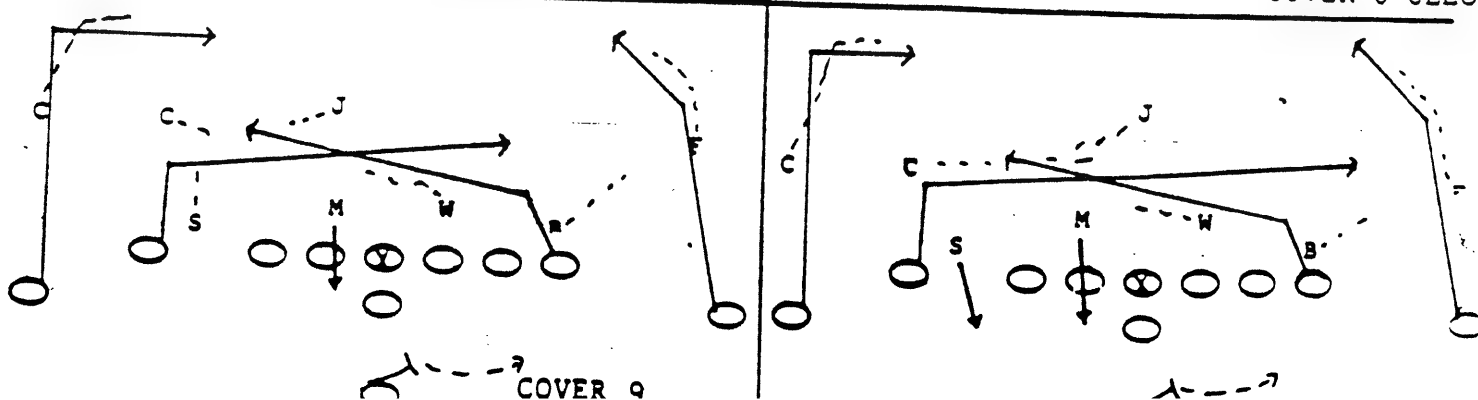
COVER 4

COVER 2 MINNESOTA



COVER 7

COVER 6 CLEO



COVER 9

COACHING POINTS

SERIES & PROTECTION FLARE CUBS PATTERN ZZ6 Y CROSS SWING CONTROL H-POST
QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 7 STEP

PROGRESSION X AND Y

- C.P.s: 1. LOOK FOR X FIRST AS HE IS RUNNING AWAY FROM SAFETY
2. ALERT FOR X & Y TO COME UNDER CONTROL VS ZONE

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION FLARE CUBS N.S.P.U. ROUTE _____ POST _____

- C.P.s: 1. FREE RELEASE RUN POST ROUTE

FULLBACK - F

PROTECTION S.P.U. STUB ROUTE _____ BASE _____ RELEASE OUTSIDE

- C.P.s: 1. CHECK STUB RUN BASE
2. YOU MAY STAY IN TEEN POSITION

X

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.s: 1. INSIDE RELEASE AND PUSH VERTICAL 6-7 YARDS BEFORE BREAKING ACROSS FIELD
COME HARD - NO JUKE
2. AFTER THE CROSS ACTION TAKES PLACE, YOU MAY COME UNDER CONTROL IN THE
VOID OR A ZONE

Y

SPLIT NORMAL ROUTE ZERO-CROSS RELEASE INSIDE ADJ Vs CLEO NONE

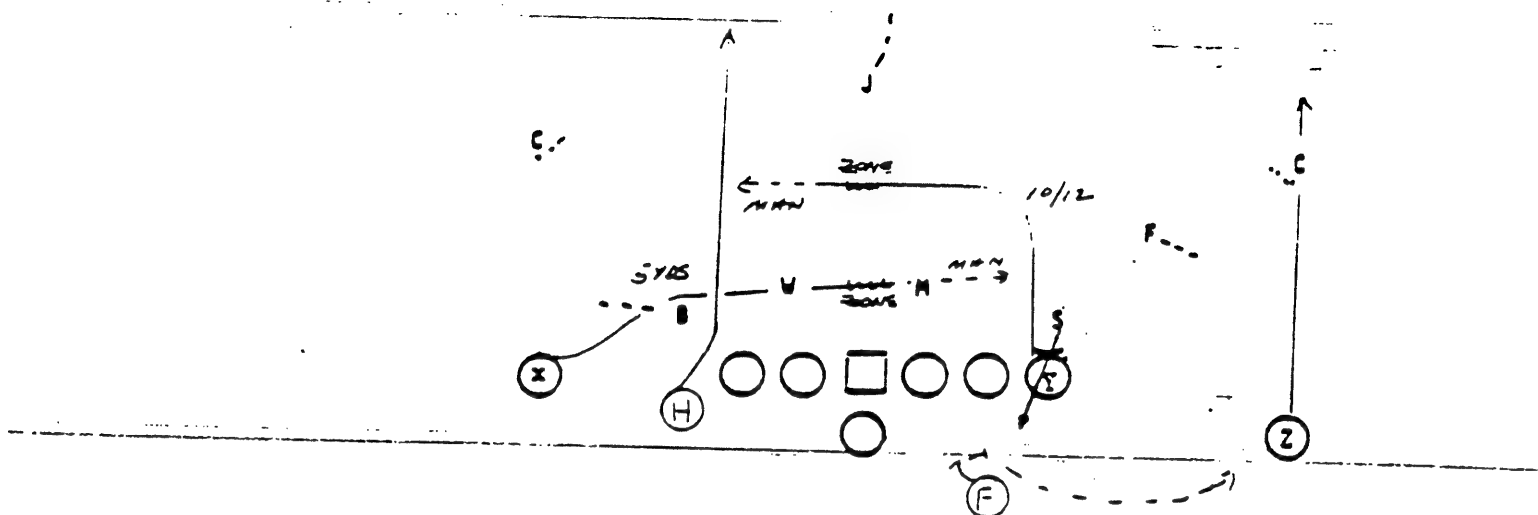
ADJ. VS. COV. 2: NONE

- C.P.s: 1. RECEIVER WITH CROSS CALL MUST COME UNDERNEATH.
2. INSIDE RELEASE AND PUSH VERTICAL 3-4 YARDS BEFORE BREAKING ACROSS FIELD
COME HARD AND CREATE TIGHT MESH
3. AFTER THE CROSS ACTION TAKES PLACE, YOU MAY COME UNDER CONTROL IN THE
VOID OF A ZONE

Z

SPLIT NORMAL ROUTE 6 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. MUST MAKE GREAT BURST UPFIELD BEFORE B.P. AT 18 YARDS.
2. ALL 6 ROUTE PROPERTIES IN EFFECT.



COVER 7

COVER 6 CLEO

[illegible]

COACHING POINTS

2

SERIES & PROTECTION CUBS PATTERN 269 SWING CONTROL H-UP/BASE
H-CORNER/BA

QUARTERBACK

P S L. _____ READ SAFETIES _____ DROP 5 STEP

PROGRESSION X TO Y TO BASE COV 2 X TO H TO BASE

- C.P.'s: 1. GOOD VS ALL DEFENSES
2. LOOK FOR X IN ZONE TO MAN CROSSING ROUTE
3. LOOK FOR Y IN ZONE TO MAN CROSSING ROUTE

REC. ADJs VS CLEO X _____ Y _____ Z FADE Y's ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N.S.P.U. ROUTE UP/CORNER

- C.P.'s: 1. GET OUT QUICKLY ON UP ROUTE - MAKE WILL PLAY YOU
2. VS COVER 2 BREAK AT 12 YDS FOR POST
3. CORNER - BREAK AT 12 YDS FOR CORNER

FULLBACK - F

PROTECTION CUBS - S.P.U. ROUTE BASE RELEASE NONE

- C.P.'s: 1. ONE BACK SET. ALIGN OVER AT TIMES, CHECK INSIDE TO OUTSIDE
2. BASE OUT QUICKLY IF POSSIBLE TO INFLUENCE MAC

X

SPLIT O.S. #'s ROUTE 2-CROSS RELEASE INSIDE ADJ Vs CLEO NONE

- C.P.'s: 1. REDUCE SPLIT - DRIVE INSIDE TO FIND ZONE BETWEEN INSIDE
LB's. - CRUISE AT 5 YDS - MAN - KEEP GOING LOOKING FOR
BALL IN G/T GAP

2. PRESS - QUICK RELEASE INSIDE LIKE ZERO ROUTE

Y

3. MAN - WORK UP - THEN CROSS

SPLIT MAXIMUM ROUTE 6 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: FIND HOLE BETWEEN CORNER AND WILL

- C.P.'s: 1. QUICK INSIDE RELEASE PUSH UP 12 YDS. READ ZONE
FIND HOLE BETWEEN INSIDE LB's - MAN CROSS

2. MAKE MAC PLAY YOU IF YOU CAN

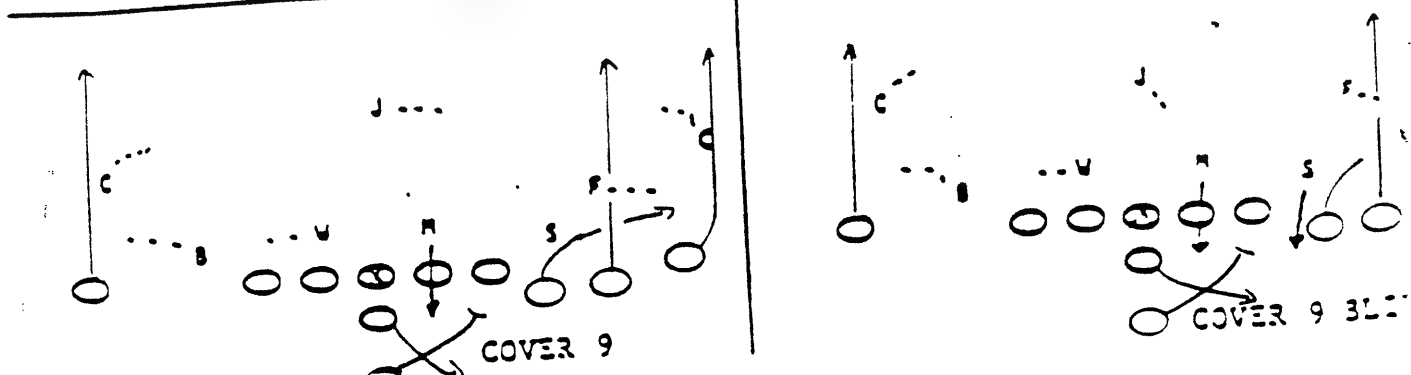
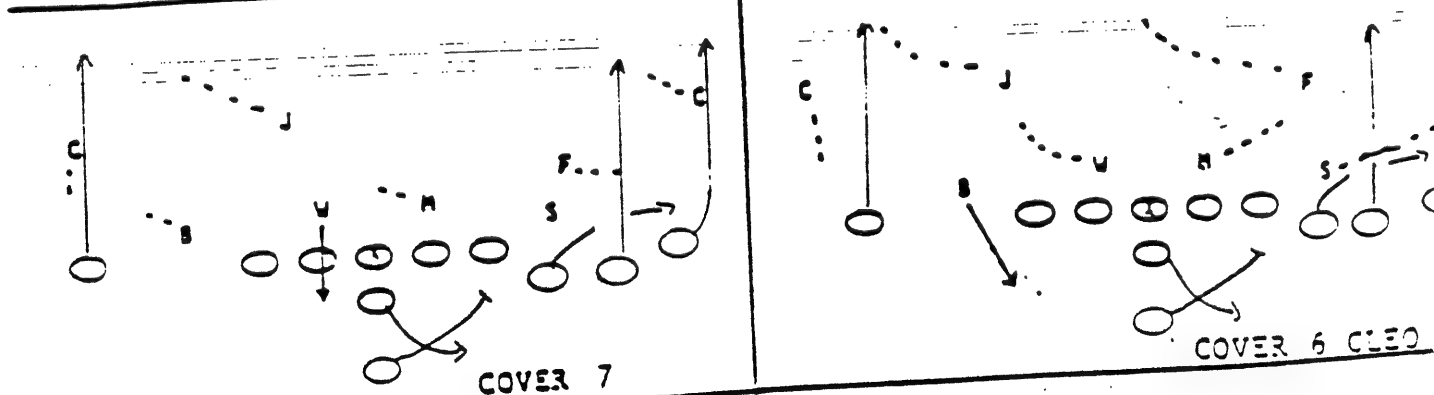
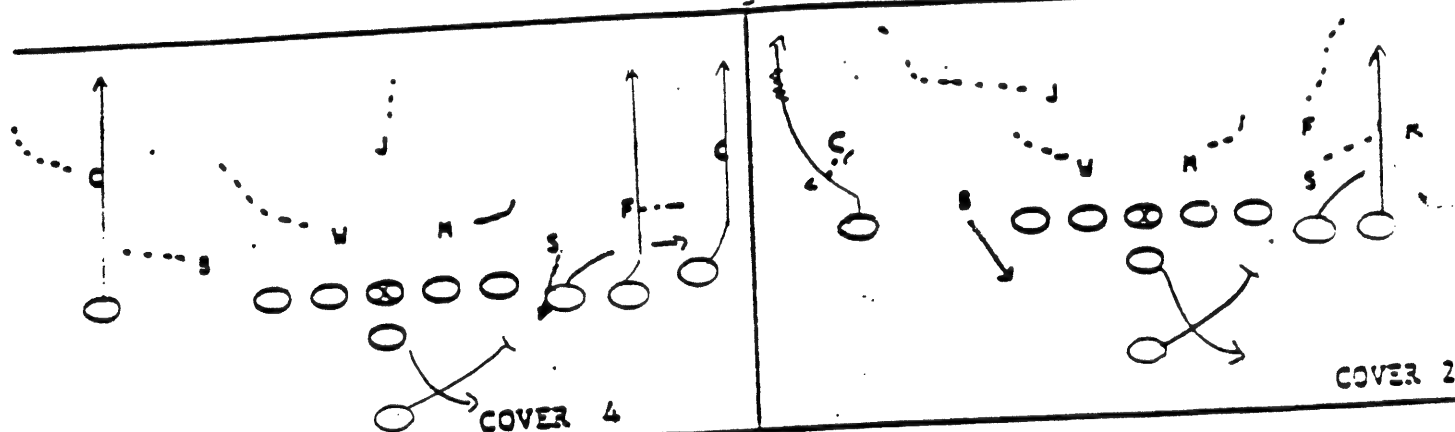
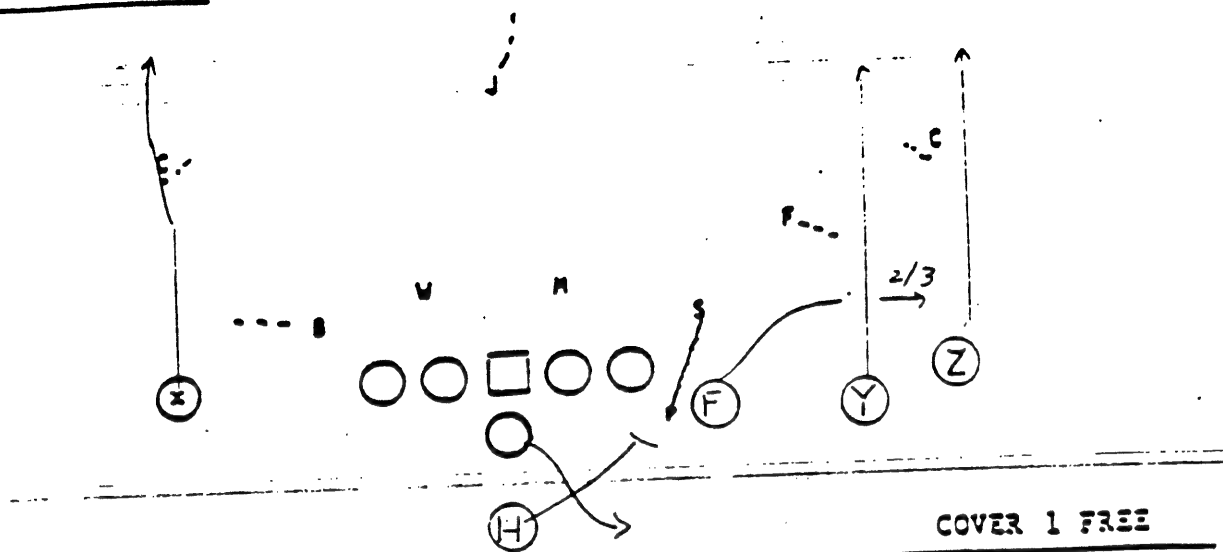
Z

SPLIT MAXIMUM ROUTE 9 RELEASE STRAIGHT ADJ Vs CLEO FADE

- C.P.'s: 1. QUICK RELEASE 9 RT - OCCUPY CORNER
2. CLEO - FADE
3. PRESS - BEAT HIM ON 9 RT - ALERT TD!

AUDIBLE

FORMATION TREY RT FLEX



COACHING POINTS

2

SERIES & PROTECTION SPRINT CUBS PATTERN 999 SWING CONTROL F-ARROW

QUARTERBACK

P S L. _____ READ SAFETY DROP SPRINT

PROGRESSION

F TO Y

1) MAN COVERAGE GO TO F

2) ZONE COVERAGE GO TO Y

REC. ADJs VS CLEO X FADE Y Z FADE Y's ADJ VS COV. 2

HALFBACK - H

PROTECTION SPRINT-CUBS ROUTE BASE

FULLBACK - F

PROTECTION ROUTE ARROW RELEASE FREE

C.P.s: 1. ALIGN 3 YARDS O.S. EMLOS - OUTSIDE RELEASE TO ARROW ROUTE

X

SPLIT +5 SIDELINE ROUTE 9 RELEASE O.S. ADJ Vs CLEO FADE

1. RUN LIKE AUD 99

Y

SPLIT 1/2 F/Z ROUTE SEAM 9 RELEASE O.S. ADJ Vs CLEO

ADJ. VS. COV. 2: RUN THRU INSIDE SHOULDER OF SAFETY

1. ALIGN HALF WAY BETWEEN F/Z

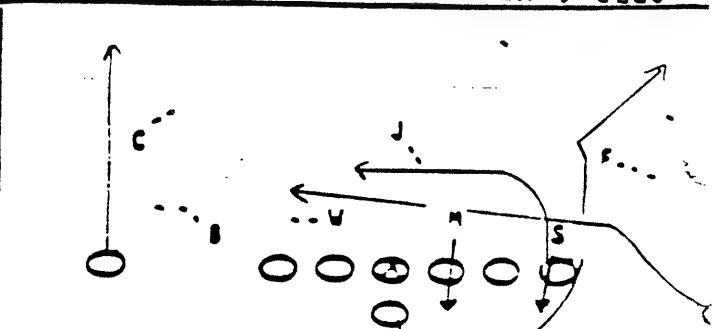
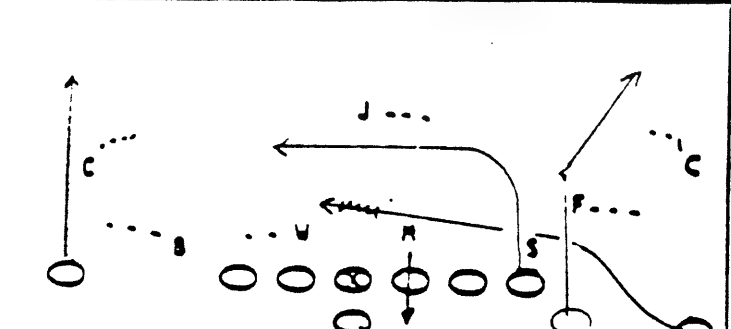
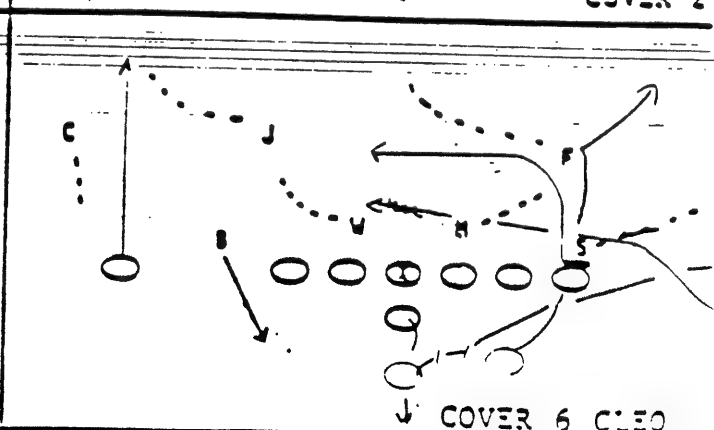
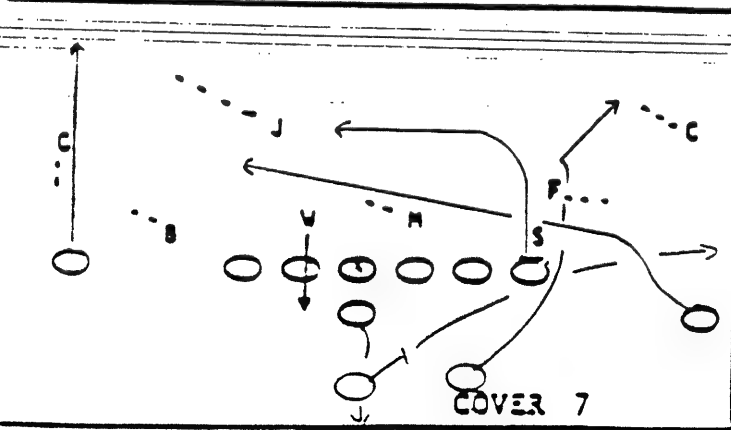
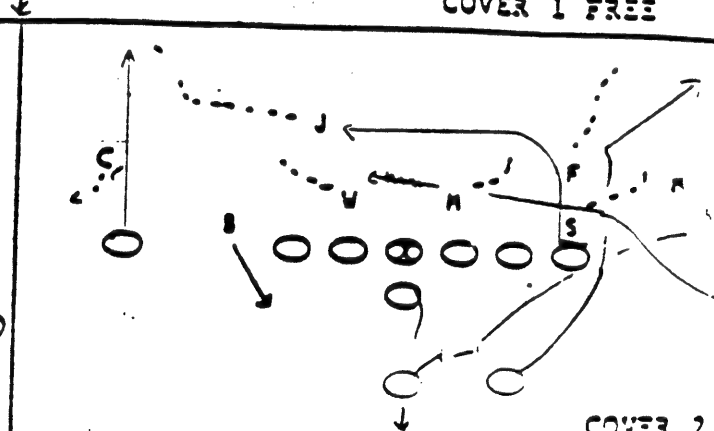
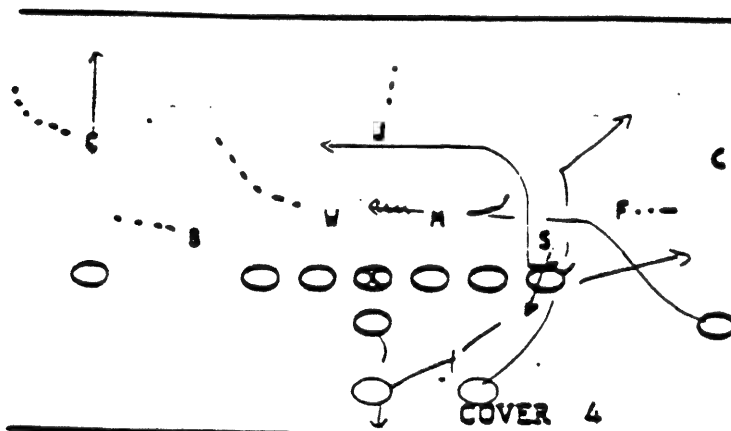
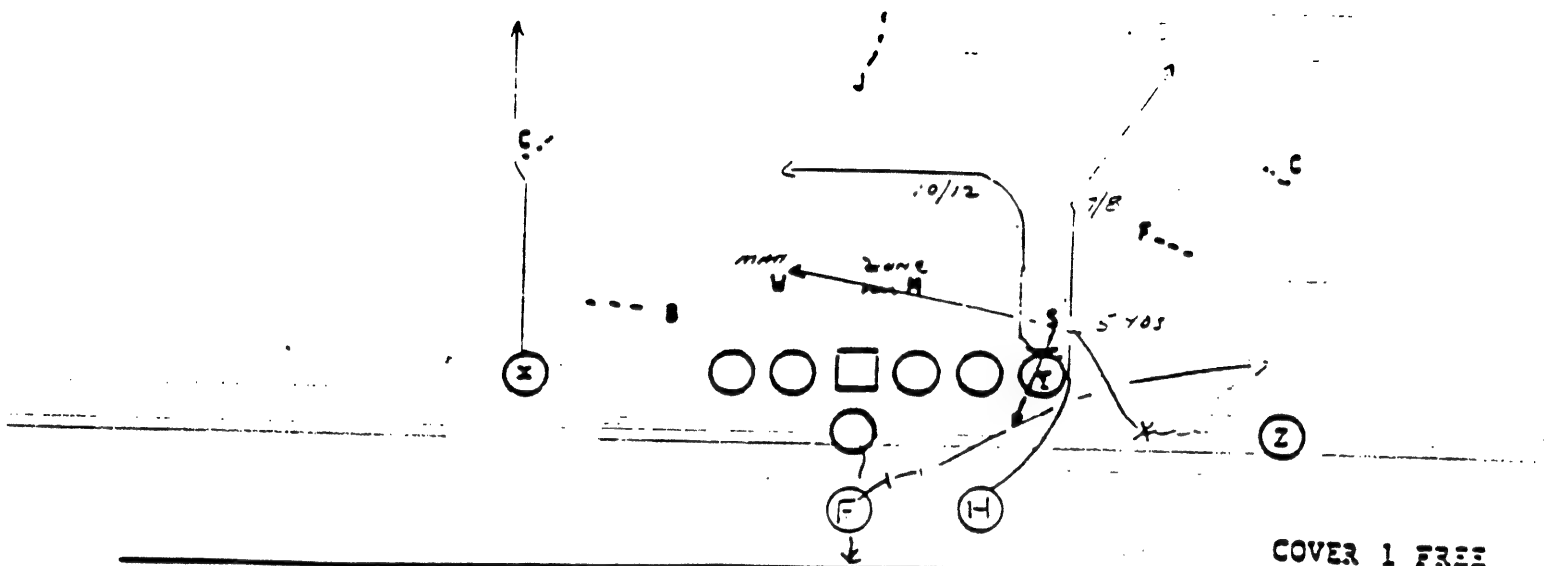
2. RELEASE O.S. AND STAY ON INSIDE EDGE OF #'s.

Z

SPLIT +5 SIDELINE ROUTE 9 RELEASE O.S. ADJ Vs CLEO FADE

1. RUN LIKE AUD 99

SERIES & PROTECTION CUBS PATTERN 962 SWING CONTROL H-FLAG/ ARROW
 AUDIBLE _____
 FORMATION STRONG RT

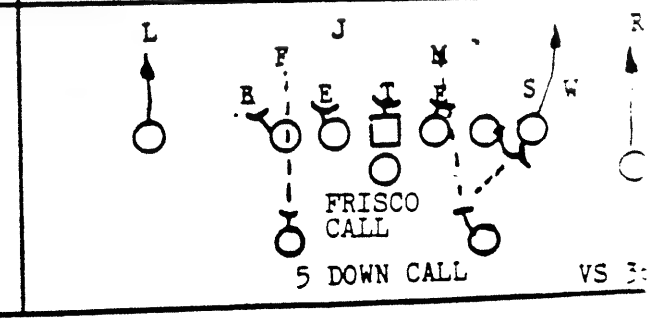
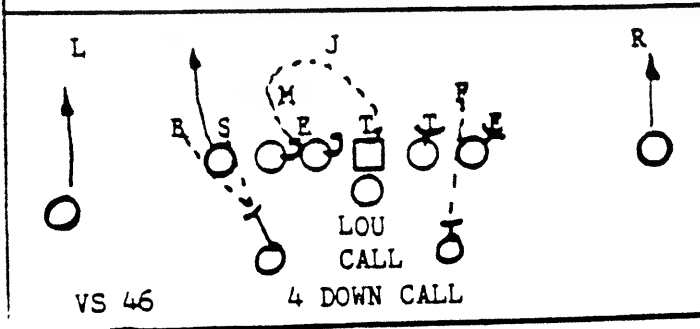
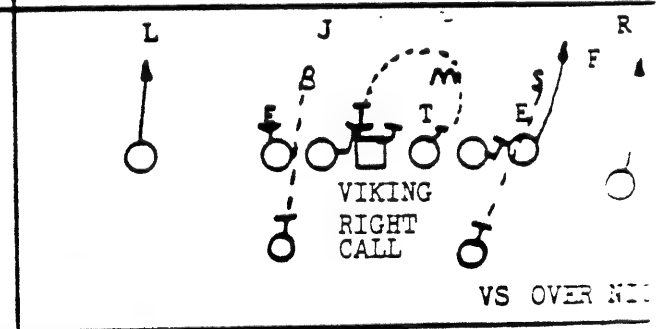
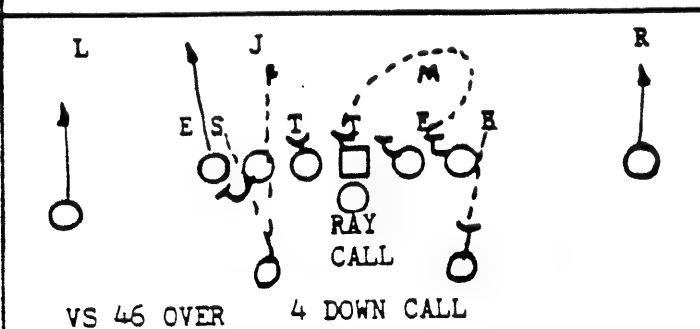
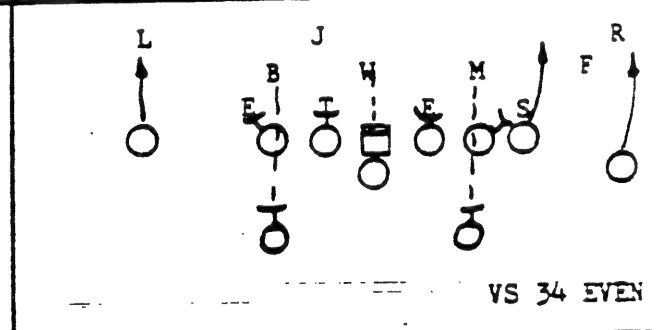
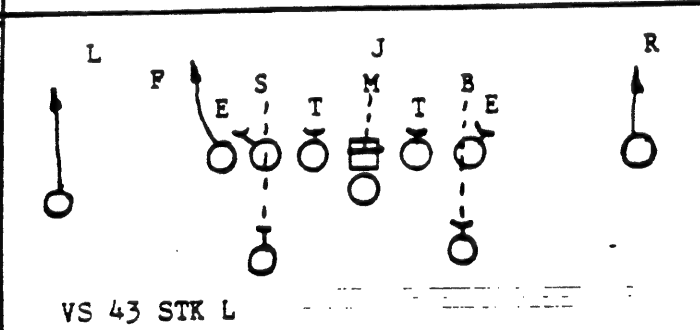
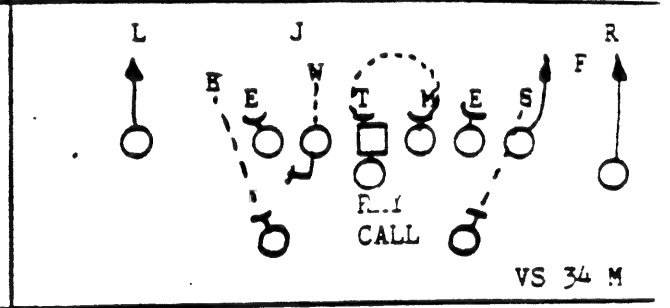
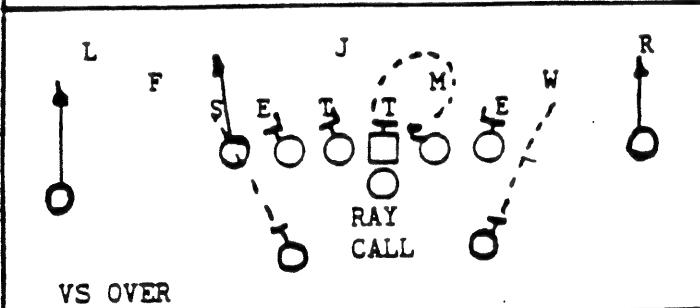
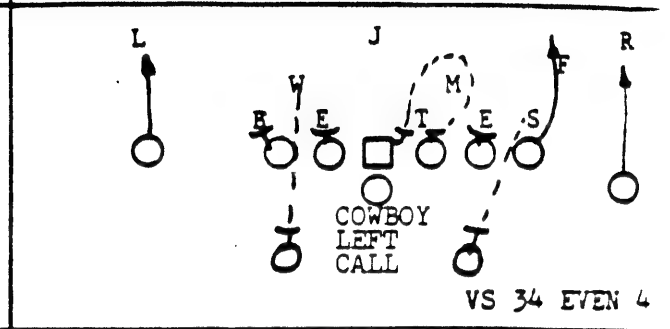
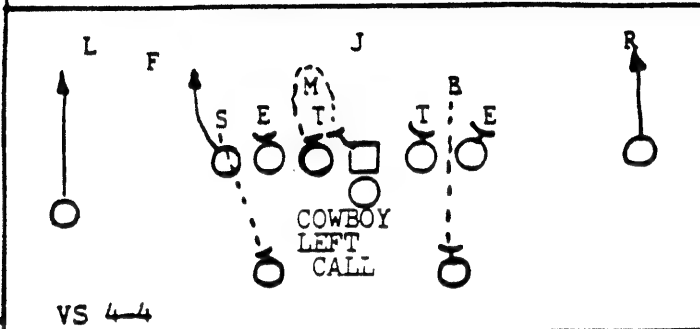
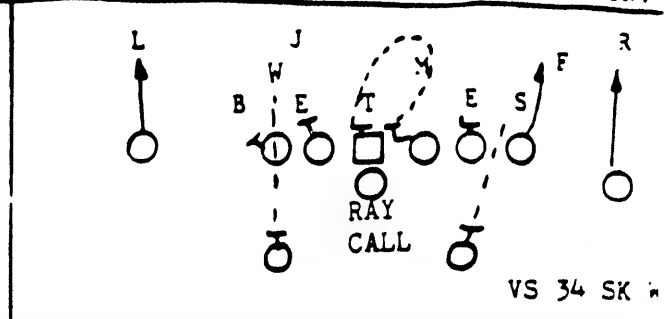
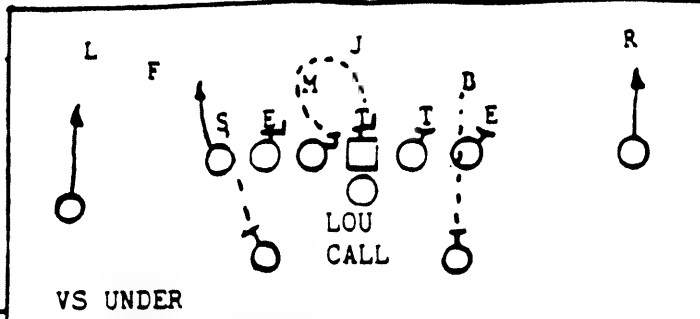


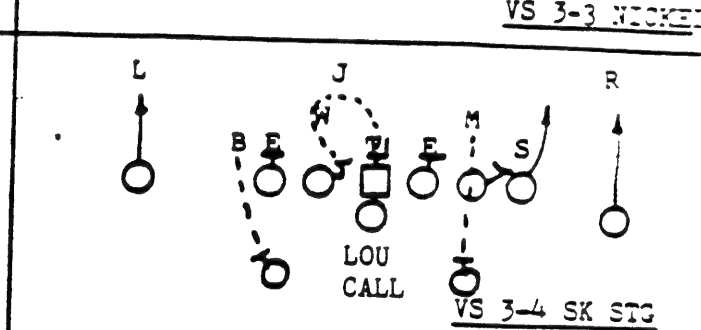
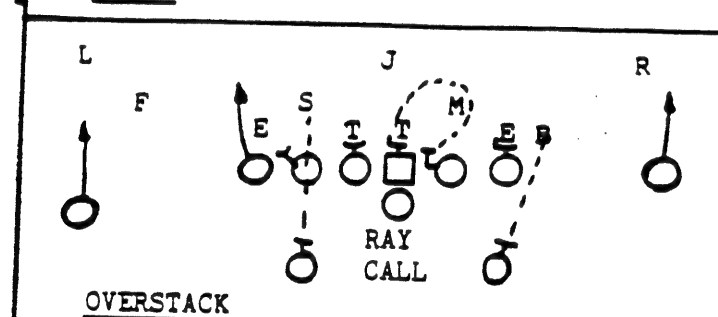
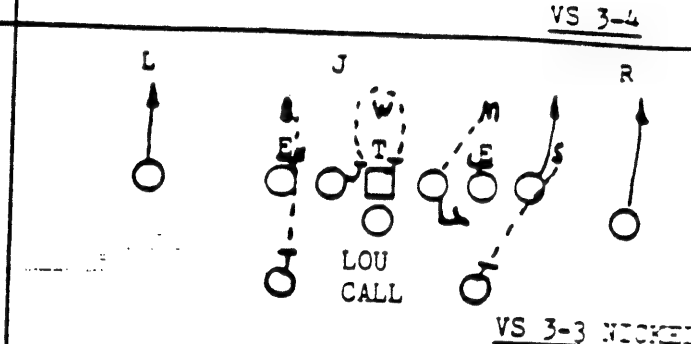
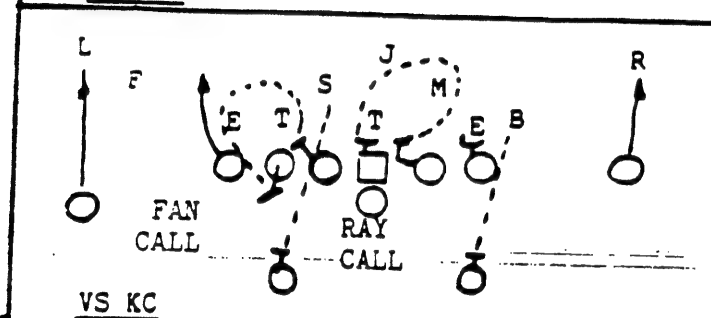
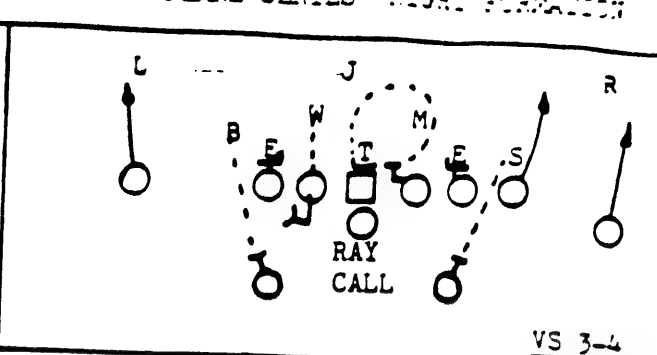
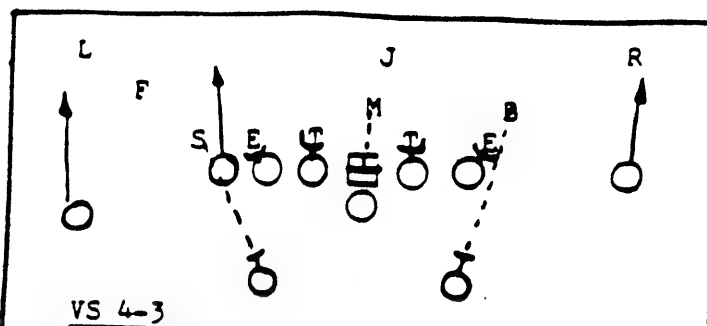
FLARE SERIES

THE FLARE SERIES IS OUR BASE WAY OF GETTING ALL 5 RECEIVERS INTO A PATTERN. FLARE TELLS THE LINE TO BLOCK BASE, AND SET UP FOR A QB TAKING A 7 STEP DROP. BOTH RB'S HAVE S.P.U. ON THE OUTSIDE LINEBACKER BEFORE ENTERING THE PATTERN. THE RECEIVERS RUN THEIR ROUTES AT THE ORIGINALLY ASSIGNED BREAKING POINTS.

PLAY FLARE SERIES LEFT FORMATION

PLAY FLARE SERIES RIGHT FORMATION





PWR PATTERN

Q3

~~OWR~~ ~~PATTERN~~

BC HB-S.P.U. BUCK TO JILL, N/T RUN
ROUTE CALLED. BE ALERT FOR
SPECIAL PROTECTION CALL.

Y PATTERN

BLOCK DEF END. VS SINK IN 3-4,
PT STUB OR BUC BECOMES DEF END.

PC BLOCK DEF TACKLE. (VS ODD 4-3-
LOU OR RAY CALL).

C VS EVEN FRONT 4-3 -YOU HAVE MIKE.
MAKE PROPER CALL TO GUARDS: VS ODD
FRONT 4-3 CALL LOU OR RAY TO
UNCOVERED GUARD (3-4 SINK EQUALS
ODD 4-3). VS. 3-4 CALL LOU
OR RAY TO P.G.

OFG BLOCK DEF TACKLE. VS ODD 4-3
LOU OR RAY CALL. VS 3-4 BLOCK
WILL-CHECK BLOCK OF HB.

OFT BLOCK DEF END. VS SINK IN A
3-4, STUB OR BOC BECOMES DEF
END

RB FB - S.P.U. STUB TO FRANK,
N/T RUN ROUTE CALLED. BE
ALERT FOR SPECIAL PROTECTION
CALL.

BLOCKING VARIATIONS

COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 545 SWING CONTROL READ JIL
QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 7 STEP

PROGRESSION OUTSIDE RECEIVER TO BACK TO Y

- C.P.s:
1. THROW AWAY FROM JILL.
 2. 2 COVERAGE ALERT FOR Y & THROW ON 5 STEPS.
 3. STAR & WAR WILL BE USED A GREAT DEAL.

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S. P. U. BUCK STAR OR WAR _____ ROUTE _____ READ _____

- C.P.s:
1. S. P. U. BUCK
 2. DRIVE TO 6 YARD DEEP RUN READ.
 3. ALWAYS DECLARE STOP ROUTE OUTSIDE THEN ADJUST.
 4. THIS STOP SHOULD BE WITHIN 2 YARDS FROM TOP OF NUMBERS.

FULLBACK - F

PROTECTION S. P. U. STUB STAR OR WAR _____ ROUTE _____ READ _____ RELEASE OUTSIDE _____

- C.P.s:
1. S. P. U. STUB.
 2. DRIVE TO 6 YARDS DEEP RUN READ.
 3. ALWAYS DECLARE STOP ROUTE OUTSIDE, THEN ADJUST.
 4. THIS STOP SHOULD BE WITHIN 2 YARDS FROM TOP OF NUMBERS.

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- C.P.s:
1. MUST HAVE GREAT BURST PRIOR TO B.P. AT 18 YARDS.
 2. COMEBACK HARD OUTSIDE TO FOOTBALL.
 3. VS. PRESS-PRESSURE THE CORNER TO 15 YARDS, THEN BREAK OUT.

Y

SPLIT NORMAL ROUTE 4 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: 8

- C.P.s:
1. GOOD HEAD AND SHOULDER FAKE.
 2. INSIDE RELEASE-PUSH UPFIELD 10-12 YARDS-FIND INSIDE HOLE OVER THE MIDDLE.
 3. RUN AWAY 4 AT 10 YARDS VS. MAN COVERAGE.
 4. CALL-85 Y - DO NOT ADJUST TO 8 VS COVER 2!

Z

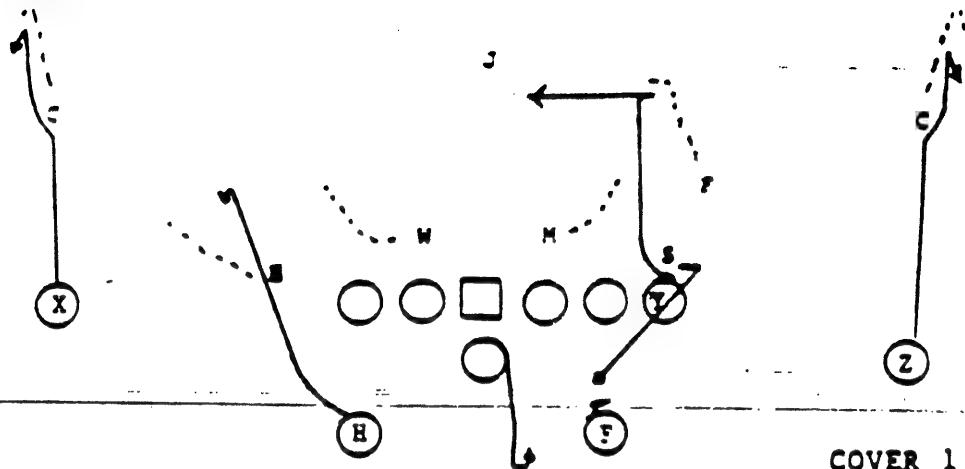
SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- C.P.s:
1. MUST HAVE GREAT BURST PRIOR TO B.P. AT 18 YARDS.
 2. COMEBACK HARD OUTSIDE TO FOOTBALL.
 3. VS. PRESS-PRESSURE THE CORNER TO 15 YARDS, THEN BREAK OUT.

SERIES 3 PROTECTION FLARE PATTERN 545 SWING CONTROL READ

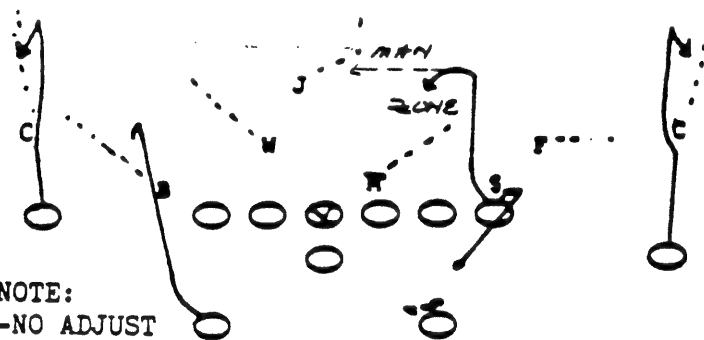
AUDIBLE 85/85Y

FORMATION SPLIT RIGHT

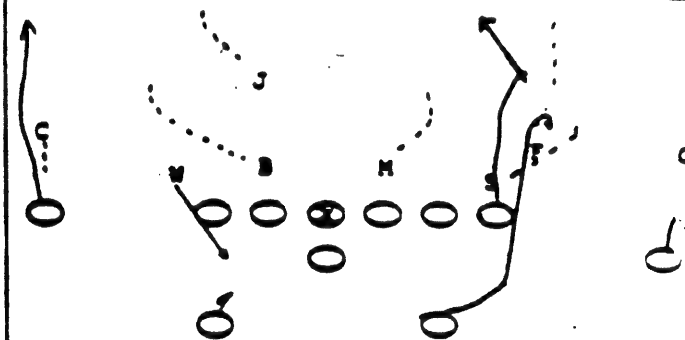


COVER 1 FREE

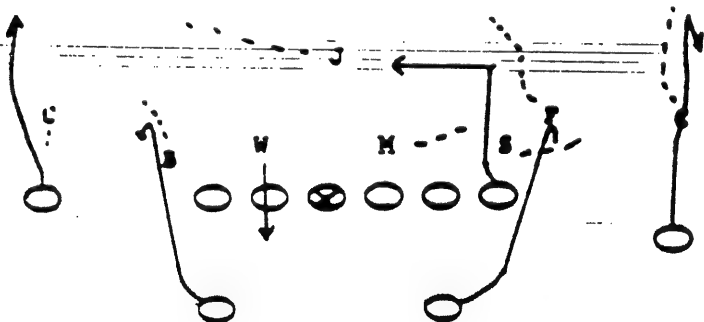
NOTE:
85Y-NO ADJUST
COVER 2



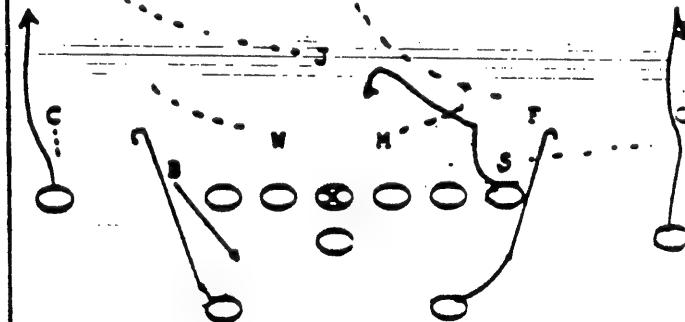
COVER 4



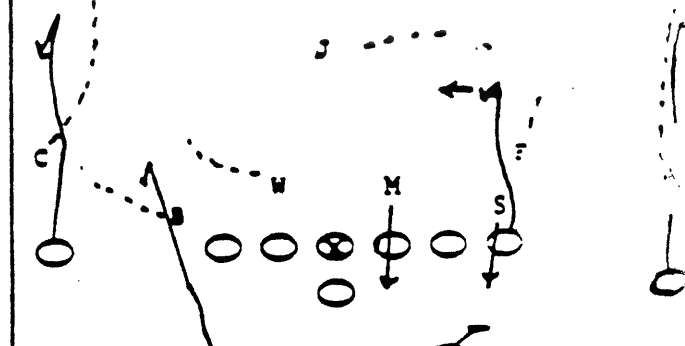
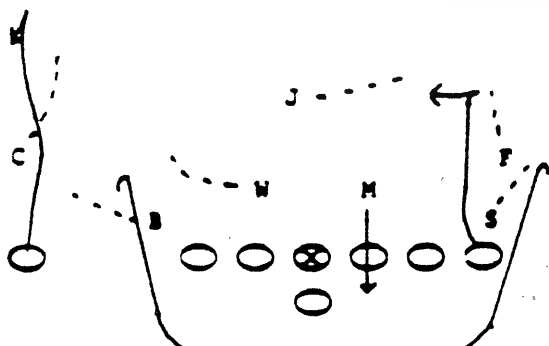
COVER 2



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 585 SWING CONTROL DOUBLE CROSS
QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 7 STEP

PROGRESSION DOWNFIELD TO HB

- C.P.s: 1. GAME PLAN WILL DETERMINE DOWNFIELD THROW, BUT PLAY BASICALLY CALLED TO GO TO HB ON MAN COVERAGE
2. HB ALSO FINE RECEIVER VS ZONE

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE SNEAK

- C.P.s: 1. SET UP INSIDE TO CHECK BUCK
2. DELAY YOUR RELEASE LONG ENOUGH FOR F TO EXECUTE HIS CROSS ROUTE
3. RELEASE INSIDE (OVER BALL)
4. CROSS TO A DEPTH OF 5 YDS. DEEP OVER Y's ALIGNMENT
5. DON'T LOOK FOR BALL UNTIL YOU CLEAR PROTECTION

FULLBACK - F

PROTECTION S.P.U. STUB ROUTE CROSS RELEASE INSIDE

- C.P.s: 1. CHECK STUB QUICKLY, GOOD ARC RELEASE
2. GET TO A 4 YD DEPTH ON B.P. & CROSS TO 7 YDS DEEP OVER FAR TACKLE
3. COME UNDERNEATH WILL OR BUCK - CREATES A PICK TECH. FOR H BACK
4. VS ZONE RUSH UP ON ZONE DEFENDER IN RECEPTION AREA

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJUST

- C.P.s: 1. MUST HAVE GREAT BURST ON STICK MOVE PRIOR TO B.P. AT 18 YARDS. COMEBACK HARD TO QB ON BREAK.
2. VS PRESS - PRESSURE THE CORNER TO 15 YDS, THEN BREAK OUT
3. READ CORNER AND JILL FOR COVERAGE RECOGNITION

Y

SPLIT NORMAL ROUTE 8 RELEASE BEST ADJ Vs CLEO NONE

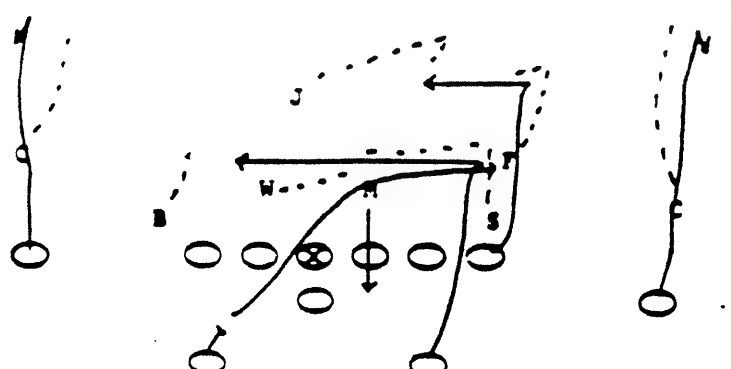
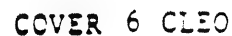
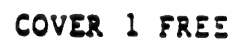
ADJ. VS. COV. 2: POST

- C.P.s: 1. VS NO MIDDLE 1/3 SAFETY - STICK MOVE OUTSIDE - RUN POST
2. VS ZONE WITH MIDDLE 1/3 SAFETY - HOOK AT 16 YARDS
3. VS MAN WITH MIDDLE 1/3 SAFETY - RUN AWAY 4 AT 10 - 12 YARDS

Z

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- C.P.s: 1. READ CORNER AND FRANK FOR COVERAGE RECOGNITION
2. SAME AS X COACHING POINTS ABOVE



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 787 SWING CONTROL BASE

QUARTERBACK

P.S.L. READ SAFETIES DROP 7 STEP

PROGRESSION

- C.P.s: 1. GAME PLAN TO DETERMINE CALL TO X OR Z
2. ALERT FOR PROPERTIES OF 8 ROUTE BY Y
3. NO RECEIVER DOWN FIELD ALERT BACKS

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION S.P.U. BUCK STAR OR WAR ROUTE BASE

- C.P.s: 1. CHECK PICK-UP-RESPONSIBILITY
2. RUN BASE ROUTE

FULLBACK - F

PROTECTION S.P.U. STUB STAR OR WAR ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. CHECK PICK UP RESPONSIBILITY
2. RUN BASE ROUTE

X

SPLIT MINIMUM ROUTE 7 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. REDUCE SPLIT 2 YARDS - MUST RECOGNIZE COVERAGE
2. VS COVER 2 - INSIDE RELEASE ON CORNER AND RUN ROUTE OFF SAFETY
3. CONVERT 7 TO A 5 ROUTE AT 18 YARDS VS COVER 4
4. VS PRESS RUN 7 ROUTE ON CORNER

Y

SPLIT NORMAL ROUTE 8 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s: 1. VS COVER 2 - RUN POST WITH OUTSIDE STICK - STAY ON OR NEAR HASH
2. UNCOVERED WITH D.B. IN POST AREA - 16 YARD 4 ROUTE
3. COVERED WITH D.B. IN POST AREA - 10 - 12 YARD RUN AWAY 4

Z

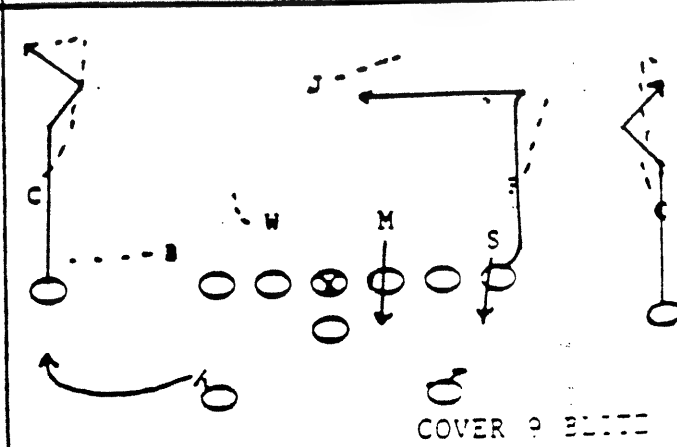
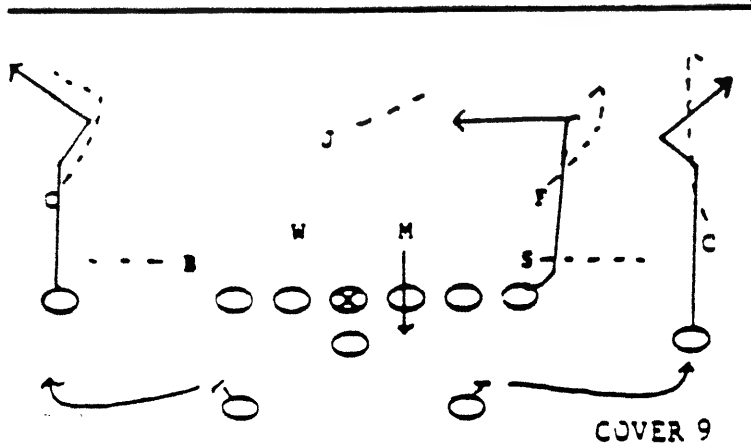
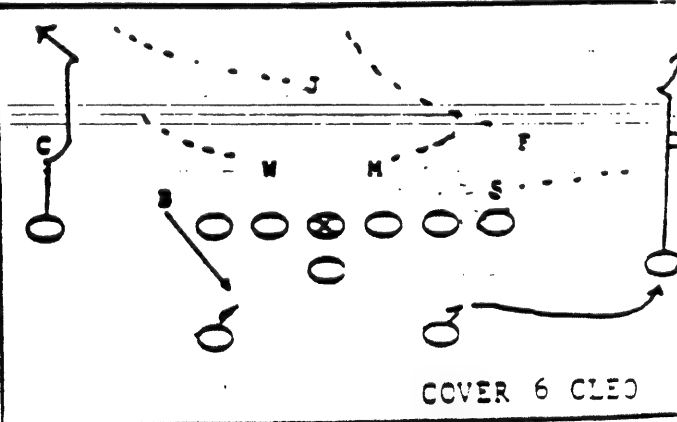
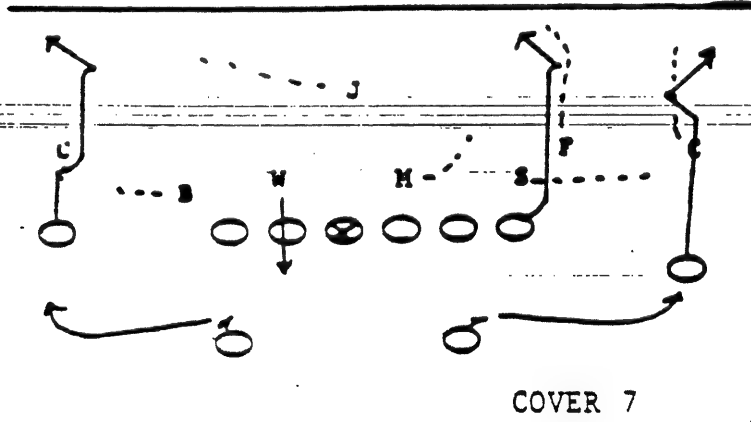
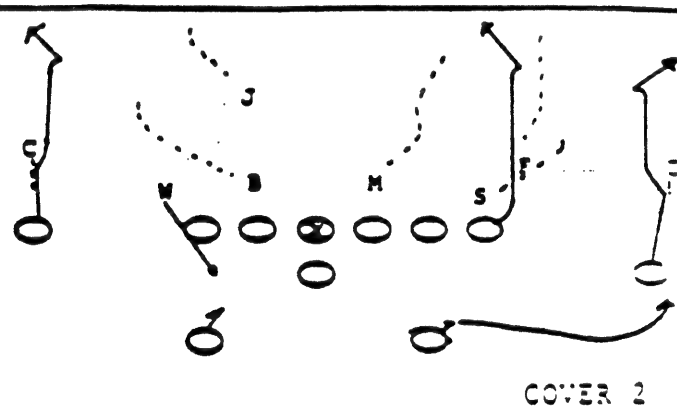
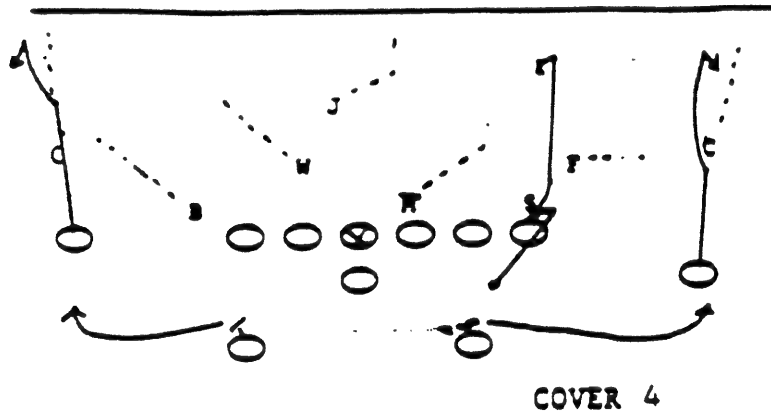
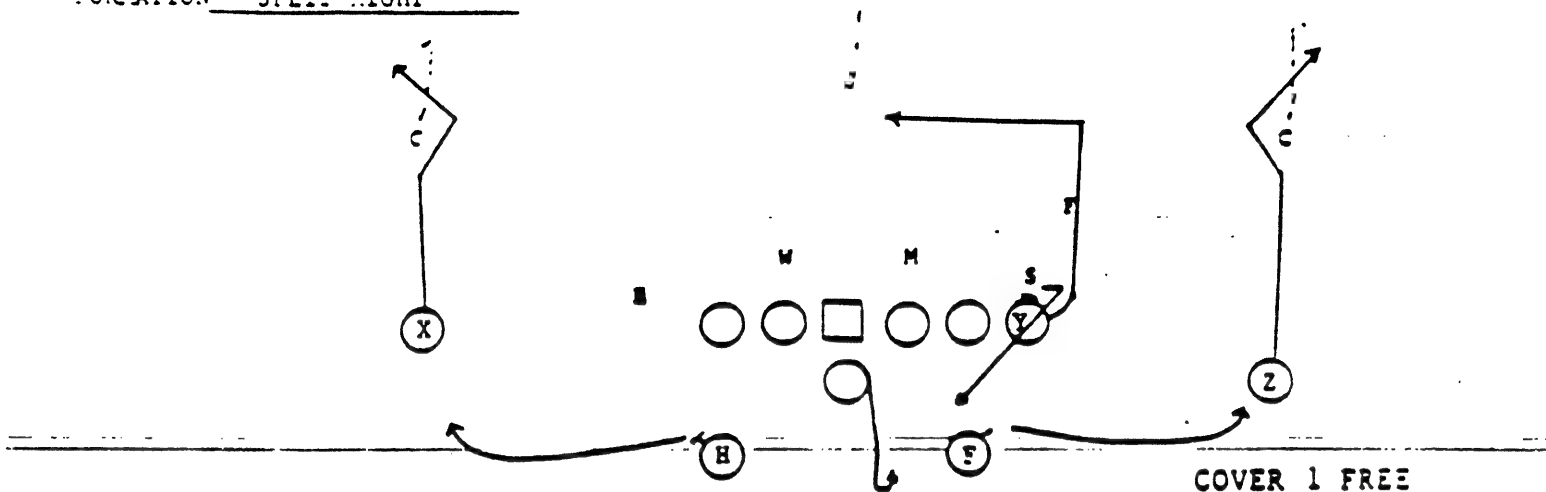
SPLIT NORMAL ROUTE 7 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. REDUCE SPLIT 2 YARDS - MUST RECOGNIZE COVERAGE
SAME AS X COACHING POINTS ABOVE

SERIES . PROTECTION FLARE PATTERN 787 SWING CONTROL BASE

AUDIBLE _____

FORMATION SPLIT RIGHT



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 279 SWING CONTROL F-ANGLE

QUARTERBACK

P.S.L. _____ READ SAFETIES _____ DROP 7 STEP

PROGRESSION Z TO Y

- C.P.s: 1. GOOD VS 4 OR 6 COVERAGE
2. TAKE A LOOK AT Z ALWAYS KNOWING YOU HAVE POSITIVE THROW TO Y

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. STUB STAR ROUTE _____ BASE _____

- C.P.s: 1. SWING PICK UP OUTSIDE BACKER
2. CHECK OUT ON BASE IF NO CALL

FULLBACK - F

PROTECTION S.P.U. BUCK STAR ROUTE _____ ANGLE _____ RELEASE OUTSIDE

- C.P.s: 1. DO STAR PROTECTION ON THE MOVE
2. SELL ARROW ROUTE BEFORE YOU START YOUR ANGLE
3. ALL PROPERTIES OF ANGLE APPLIES "JUKE"

X

SPLIT NORMAL ROUTE 9 RELEASE OUTSIDE ADJ Vs CLEO NONE

- C.P.s: 1. RELEASE OUTSIDE ON ALL COVERAGES

Y

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. RELEASE INSIDE AND GO UNDER ALL LB'ers
2. VS MAN, SHAKE DEFENDER AND CROSS BALL TO 6 YARD DEPTH
3. VS ZONE - CAN HOOK UP ONCE YOU REACH WEAKSIDE TACKLE AREA

Z

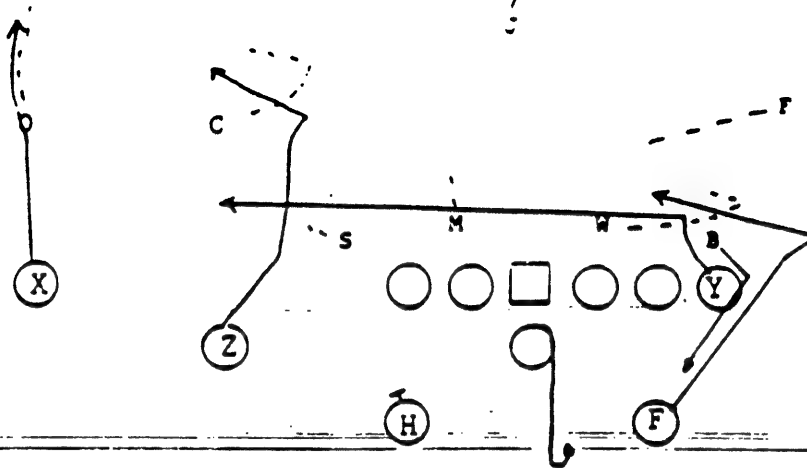
SPLIT NORMAL ROUTE 7-SAIL RELEASE INSIDE ADJ Vs CLEO SAIL

- C.P.s: 1. INSIDE RELEASE AND PUSH UPFIELD 12 YARDS BEFORE BREAKING OUTSIDE AT 45° ANGLE
2. VS COVER 2 - USE SAIL TECHNIQUE AND FIND HOLE ON TOP OF UNDERNEATH COVERAGE.

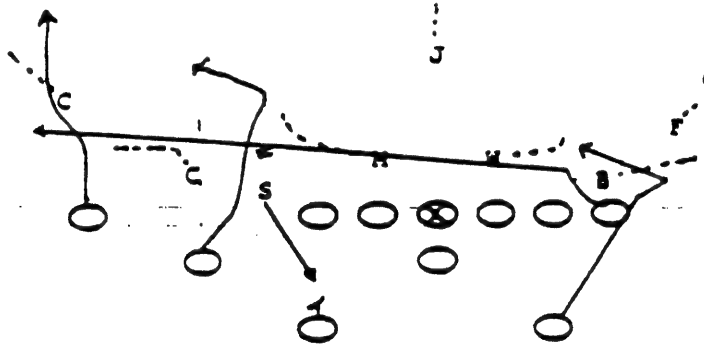
SERIES & PROTECTION FLARE PATTERN Z79 SWING CONTROL 7-ANGLE

AUDIBLE _____

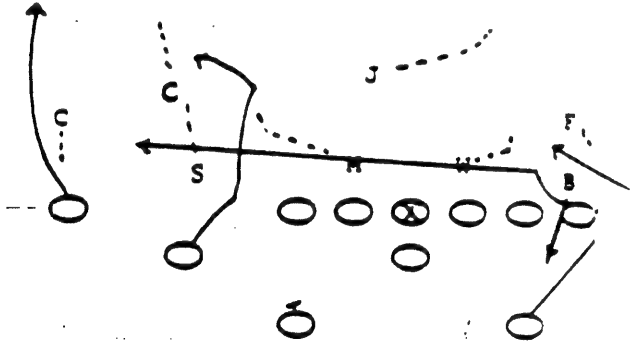
FORMATION SPLIT RIGHT OVER



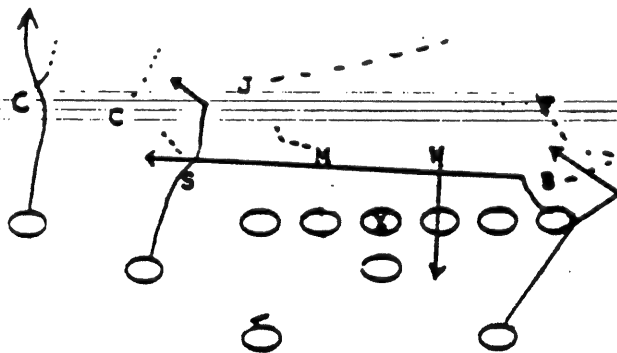
COVER 1 FREE



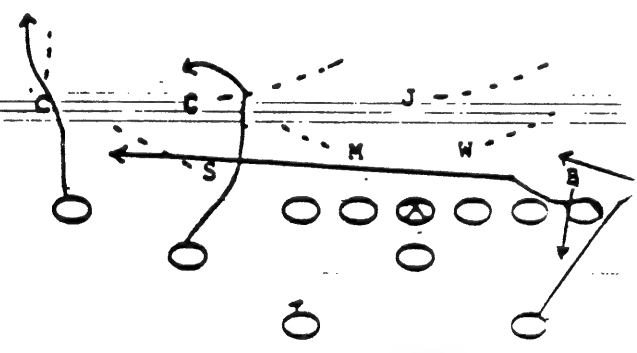
COVER 4



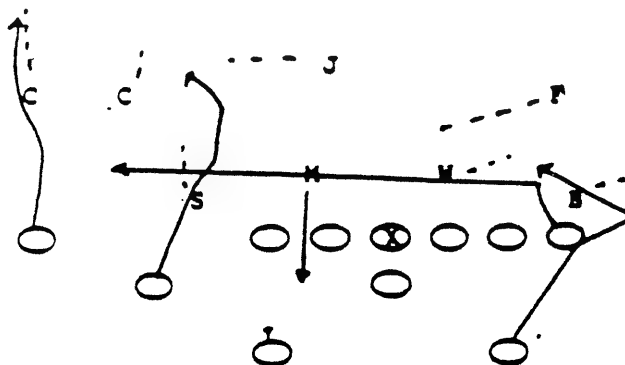
COVER 2 MINNESOTA



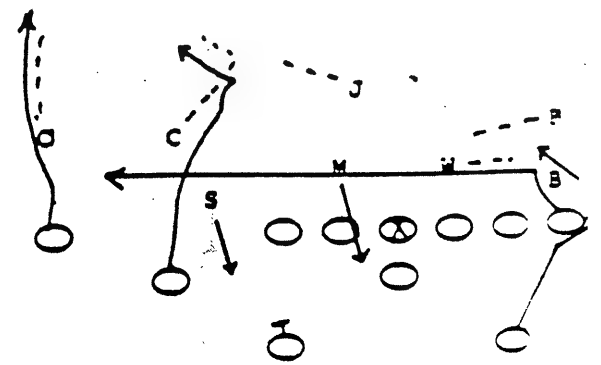
COVER 7



COVER 6 CLEO



COVER 9

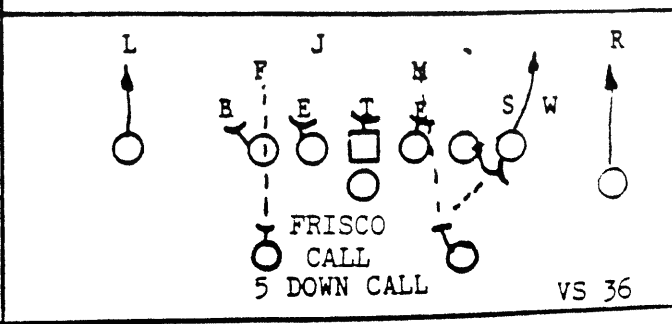
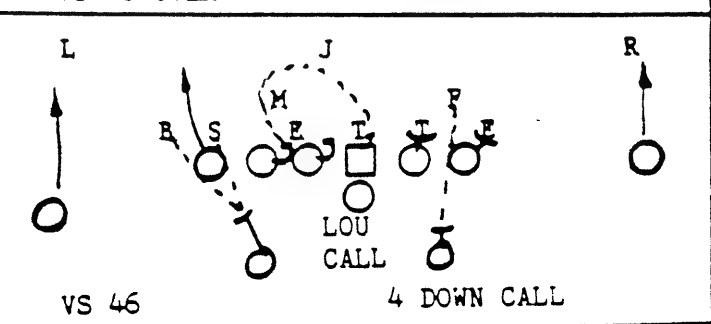
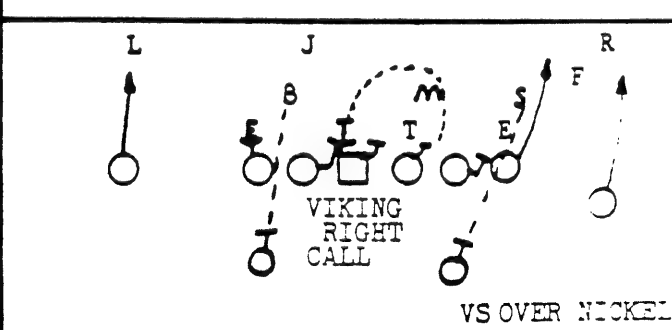
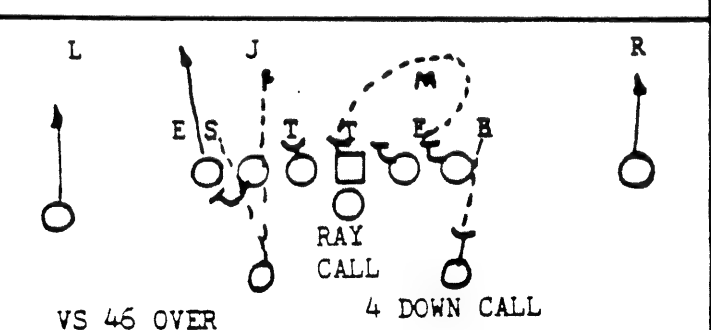
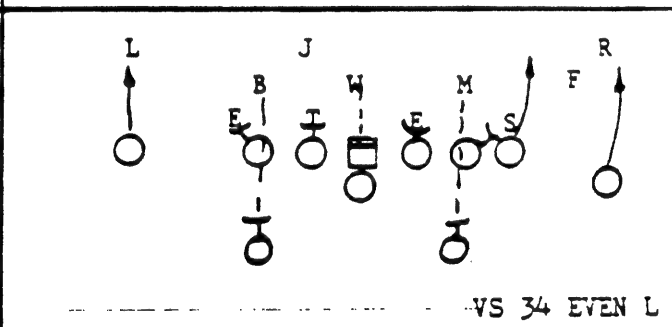
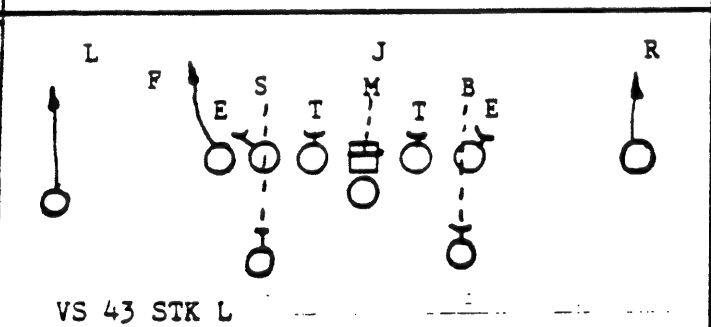
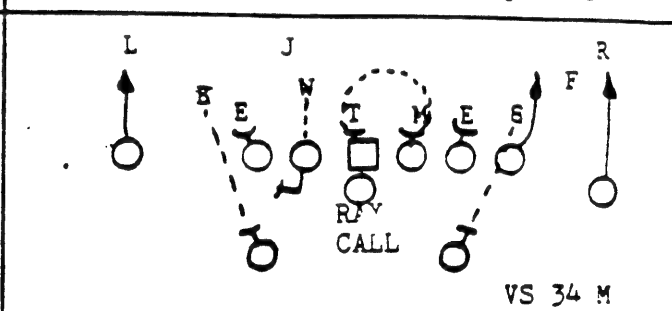
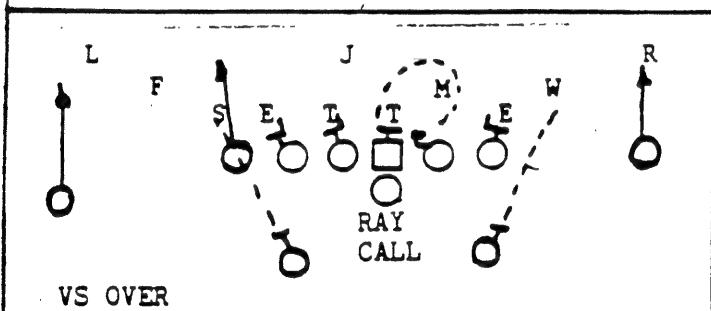
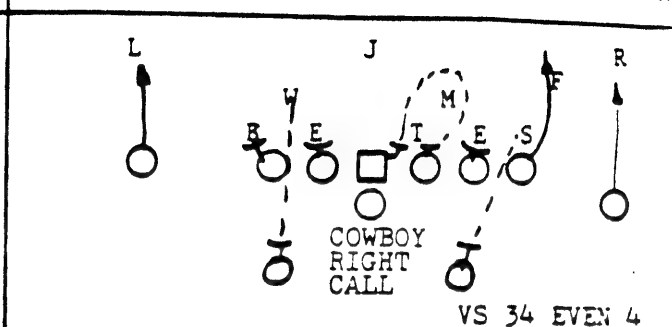
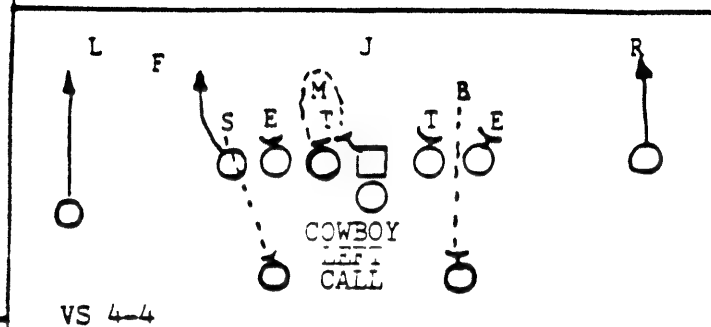
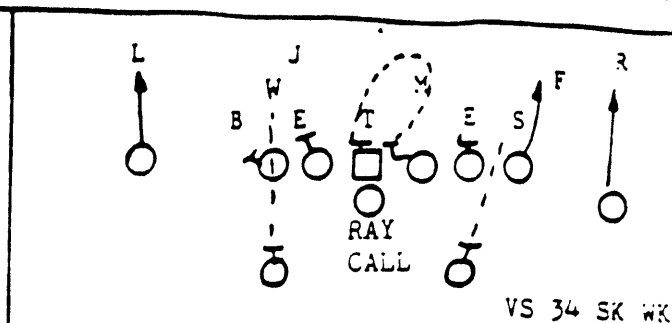
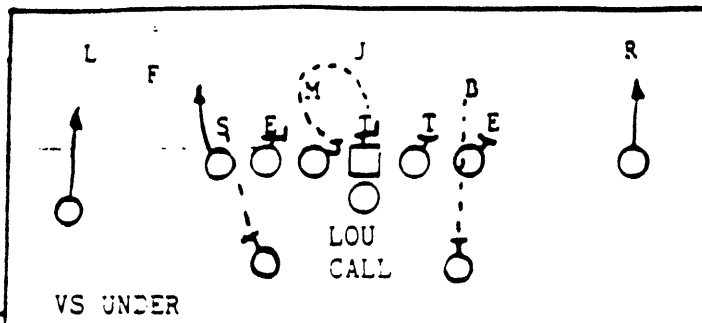


COVER 9 BLITZ

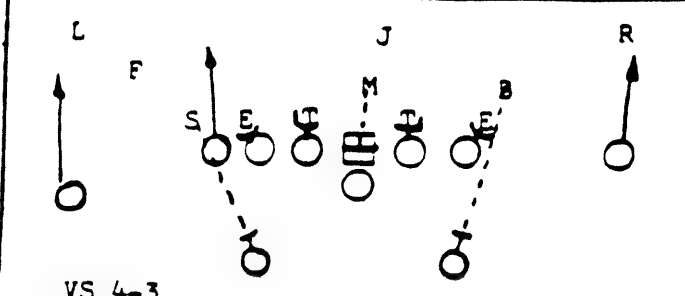
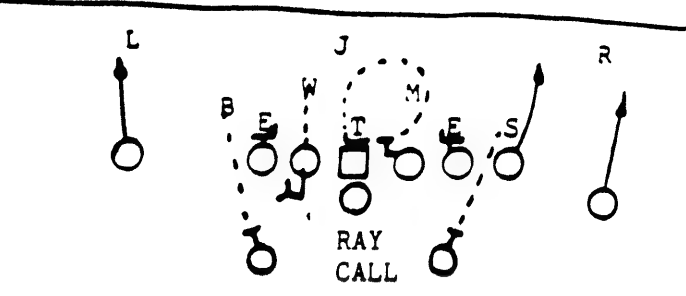
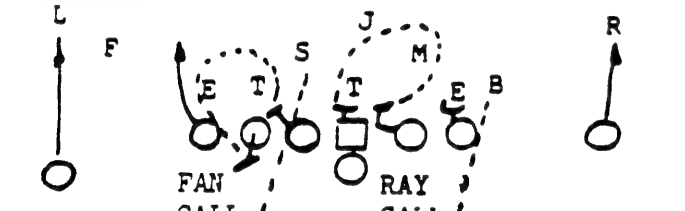
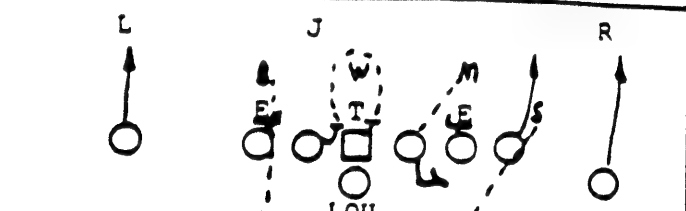
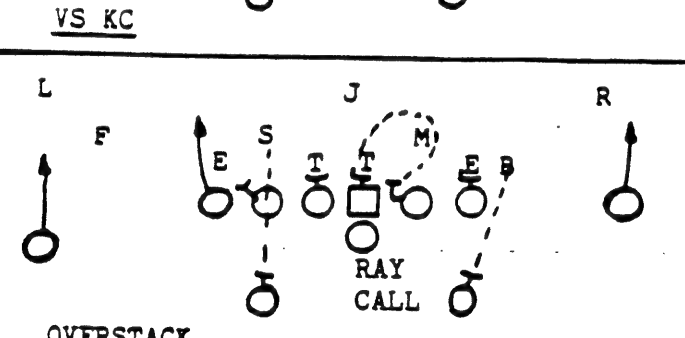
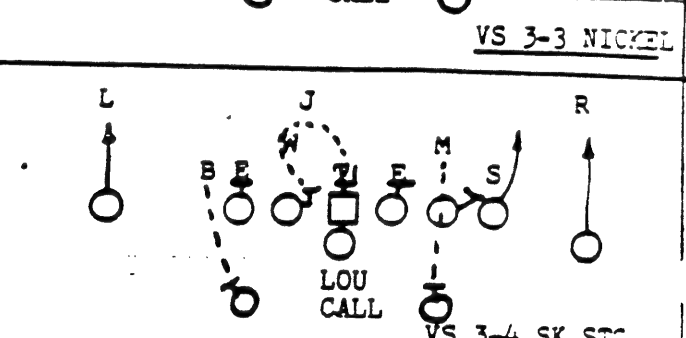
FIRM SERIES

THE FIRM SERIES IS OUR MEDIUM RANGE TIMED PASSING GAME. FIRM TELLS THE LINE TO BLOCK BASE AND SET SHORT BECAUSE THE QB IS TAKING A 5 STEP DROP. BOTH RB'S HAVE S.P.U. ON THE OUTSIDE LB'ERS BEFORE ENTERING THE PATTERN. WIDE RECEIVERS ADJUST THEIR ROUTES TO 12 YARD BREAKING POINTS TO COORDINATE WITH THE FIVE STEP DROP.

FIRM CAN BE COMBINED WITH OTHER PASSING SERIES AS A SECONDARY CALL THAT WOULD ALERT EVERYONE TO USE FIRM TECHNIQUES WITHIN THE FRAMEWORK OF THE PRIMARY SERIES CALLED. EXAMPLE: FIRM-468 FLAT-R. IT AMOUNTS TO A WEAKSIDE PATTERN READ WITH FIRM TECHNIQUES BEING USED.



PLAY FIRM SERIES LEFT FORMATION (80'S) PLAY FIRM SERIES RIGHT FORMATION 80'S

 <p>VS 4-3</p>	 <p>VS 3-4</p>
 <p>VS KC</p>	 <p>VS 3-3 NICKEL</p>
 <p>OVERSTACK</p>	 <p>VS 3-4 SK STG</p>
PWR PATTERN	QB
OWR PATTERN	BC HB=S.P.U. BUCK TO JILL, N/T RUN ROUTE CALLED, NO ROUTE CALLED CHECK BASE.
Y PATTERN	
PT BLOCK DEF END. VS SINK IN 3-4, STUB OR BUC BECOMES DEF. END.	NOTE=QB IS ON A 5-STEP DROP.
PG BLOCK DEF TACKLE. (VS ODD 4-3 LOU OR RAY CALL). VS 3-4 LOU OR RAY CALL	RB FB=S.P.U. STUB TO FRANK, N/T RUN ROUTE CALLED, NO CALLED ROUTE CHECK BASE
C VS. EVEN FRONT 4-3-YOU HAVE MIKE MAKE PROPER CALL TO GUARDS. VS ODD FRONT 4-3 CALL LOU OR RAY TO UNCOVERED GUARD (3-4 SINK EQUALS ODD 4-3). VS 3-4 CALL LOU OR RAY TO P.G.	
OFG BLOCK DEF TACKLE. VS ODD 4-3 LOU OR RAY CALL. VS 3-4 BLOCK WILL CHECK BLOCK OF HB.	NOTE=QB IS ON A 5-STEP DROP.
OFT BLOCK DEF END. VS SINK IN A 3-4 STUB OR BOC BECOMES DEF END.	BLOCKING VARIATIONS

COACHING POINTS

SERIES & PROTECTION FIRM PATTERN 343 SWING CONTROL STOP

QUARTERBACK

P.S.L. _____ READ _____ SAFETIES _____ DROP 5 STEP

PROGRESSION OUTSIDE RECEIVER TO BACK TO Y

- C.P.s:
1. 5 STEP DROP, PLANT AND THROW NO SHUFFLE FORWARD
 2. THROW AWAY FROM JILL
 3. 2 COVERAGE ALERT FOR Y

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 MIDDLE

HALFBACK - H

PROTECTION S.P.U. BUCK FIRM STAR OR WAR ROUTE _____ FIRM STOP

- C.P.s:
1. ~~RELEASE QUICK READING BUCK ON THE MOVE~~
 2. RUN FIRM STOP ROUTE AT 6 YARDS DEEP
 3. DEFINE YOUR STOP, THEN SLIDE SLIGHTLY TO OPEN AREA

FULLBACK - F

PROTECTION S.P.U. STUB FIRM STAR OR WAR ROUTE _____ FIRM STOP RELEASE INSIDE

- C.P.s:
1. RELEASE QUICK, READING PICK UP ON THE MOVE
 2. RUN STOP ROUTE 6 YARDS DEEP OVER Y ORIGINAL ALIGNMENT
 3. DEFINE YOUR STOP. THEN SLIDE SLIGHTLY TO OPEN AREA

X

SPLIT MINIMUM ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJUST

- C.P.s:
1. REDUCE SPLIT 1-2 YARDS - DRIVE QUICKLY AT CORNER
 2. USE SPEED TURN AT B.P. OF 11 YARDS.
 3. GET HEAD AROUND QUICKLY TO FIND FLIGHT OF BALL
 4. VS COVER 2 - ZONE ADJUST

Y

SPLIT NORMAL ROUTE 4 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: 8

- C.P.s:
1. GOOD HEAD & SHOULDER FAKE
 2. INSIDE RELEASE - PUSH UPFIELD 8-10 YARD - FIND INSIDE HOLE UNDER LB'ers IN ZONE
 3. RUN AWAY AT 8 YARDS VS MAN COVERAGE
 4. BREAK TO POST (8 ROUTE) VS COVER 2

Z

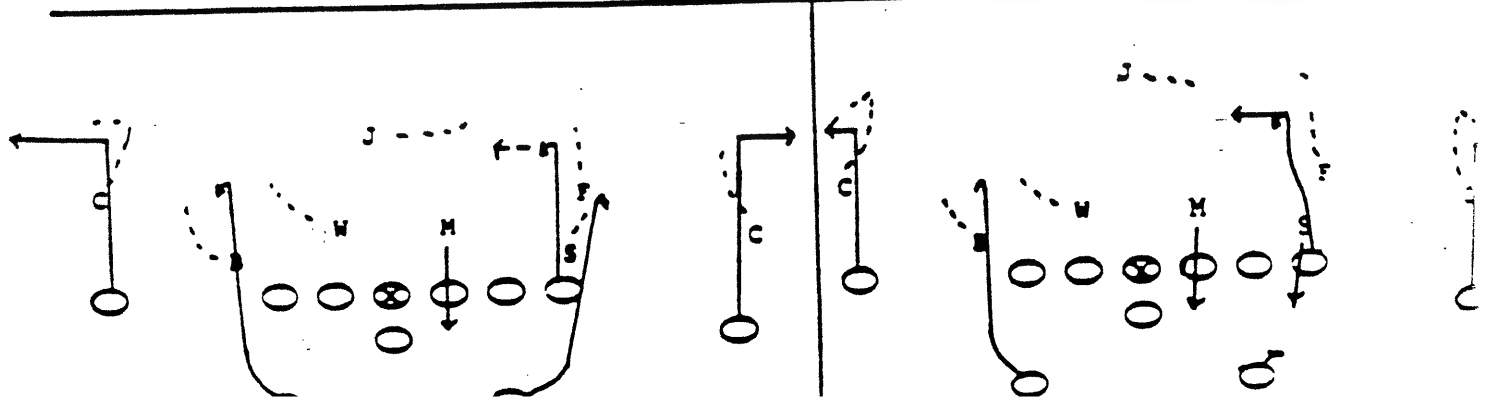
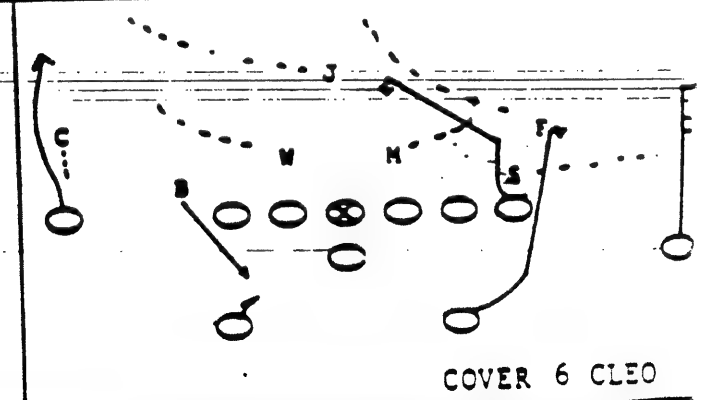
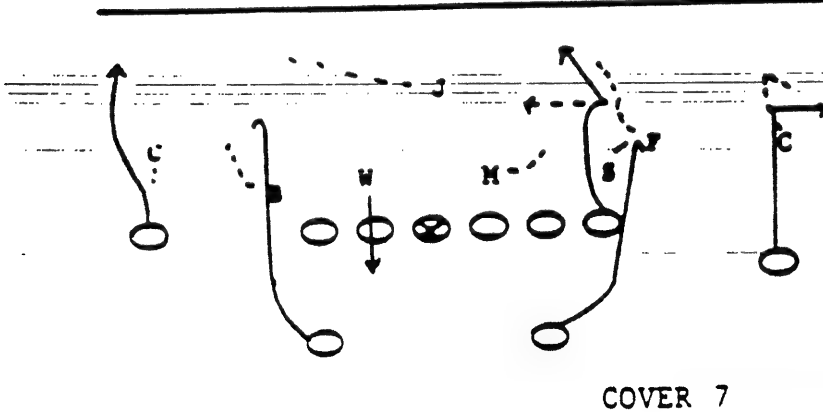
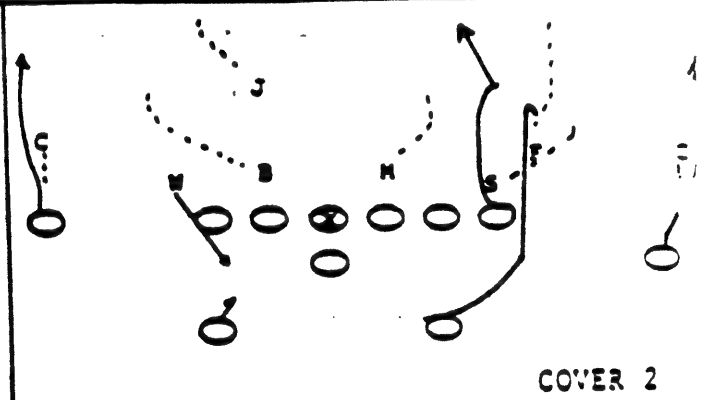
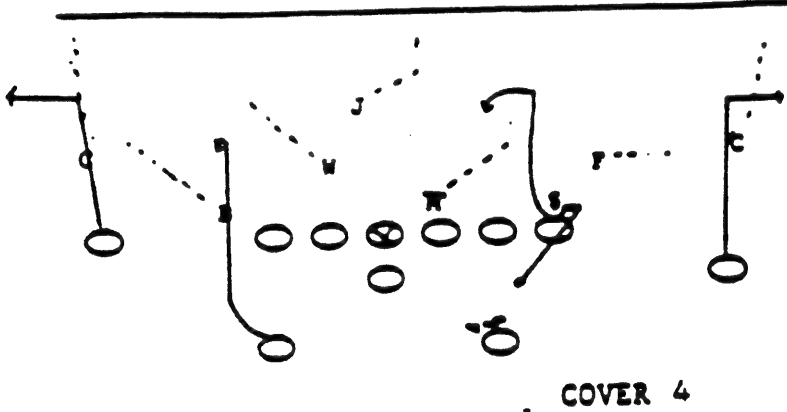
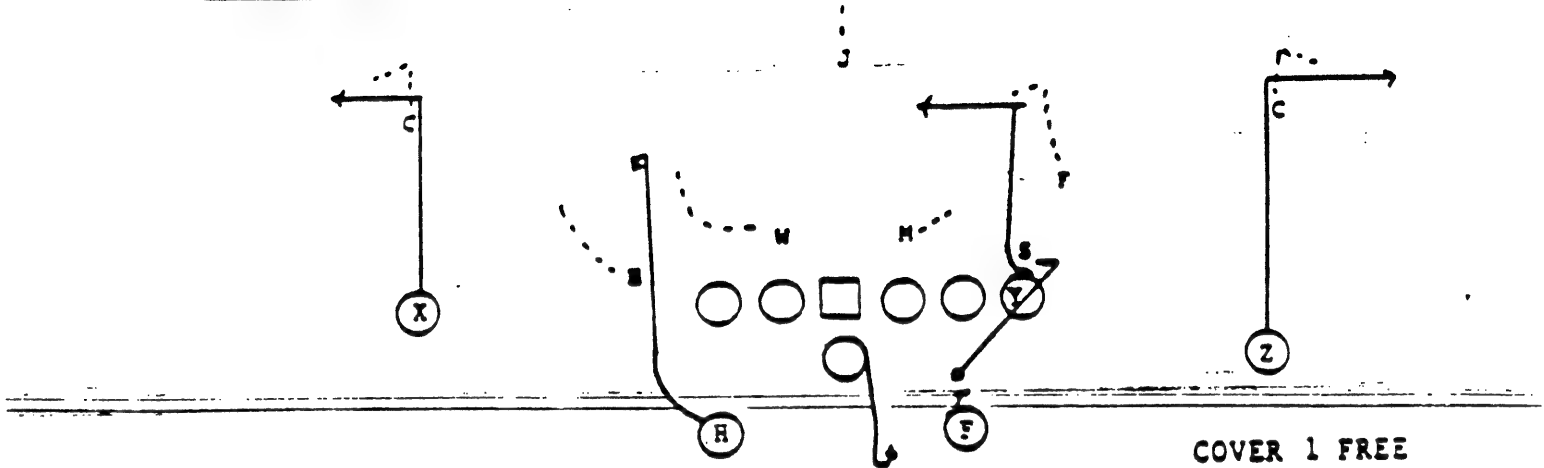
SPLIT MINIMUM ROUTE 3 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ.

- C.P.s:
1. REDUCE SPLIT 1-2 YARDS - DRIVE QUICKLY AT CORNER
 2. USE SPEED TURN AT B.P. OF 11 YARDS
 3. GET INSIDE LEG UP FIELD 3 TIMES AND ROLL INTO SPEED TURN

SERIES 3 PROTECTION FIRM PATTERN 343 SWING CONTROL STOP

AUDIBLE 83

FORMATION SPLIT RIGHT



COACHING POINTS

SERIES & PROTECTION FIRM PATTERN 817 SWING CONTROL H-FLAT-CHECK

QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 5 STEP

PROGRESSION X TO Z TO Y

- C.P.s:
1. 5 STEP DROP, PLANT & THROW. NO SHUFFLE FORWARD
 2. GOOD PATTERN WHEN CORNER IS OUTSIDE X & JILL GOES TO CENTER FIELD
 3. 2 COVERAGE GO TO Z

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. BUCK FIRM STAR OR WAR ROUTE FLAT

- C.P.s:
1. CHECK PICK-UP ON THE MOVE, RUN FLAT ROUTE
 2. ALL FLAT TECHNIQUE APPLY

FULLBACK - F

PROTECTION S.P.U. STUB STAR OR WAR ROUTE _____ CHECK _____ RELEASE INSIDE

- C.P.s:
1. SET UP INSIDE
 2. BACKER DOGS TAKE HIM ON
 3. NO DOG RESPONSIBILITY DELAY 2 COUNTS. CHECK DOWN IN OPEN AREA
LOOK FOR DROP OFF
 4. THIS IS A FIRM DROP BY QB

X

SPLIT MAX ROUTE FIRM 8 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s:
1. DRIVE QUICKLY AT CORNER - B.P. IS 12 YARDS - MUST TAKE OUTSIDE LEG
UPFIELD 4 TIMES. (TIMED ROUTE)
 2. ANGLE ON BREAK WILL TAKE YOU UPFIELD - JUST CROSSING THE NUMBERS WHEN
YOU CATCH BALL AT 21-23 YARDS
 3. WE WILL ALSO USE SHORT OUTSIDE STICK MOVE BEFORE BREAK

Y

SPLIT NORMAL ROUTE 1 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s:
1. MAKE A SLIGHT UPFIELD MOVE AND BREAK OUT AT AN ANGLE
 2. WIDEN AREA QUICKLY AND BE ALERT FOR THE BALL
 3. WHEN YOU GET CLOSE TO SIDELINE, SETTLE DOWN AND FACE QB..

Z

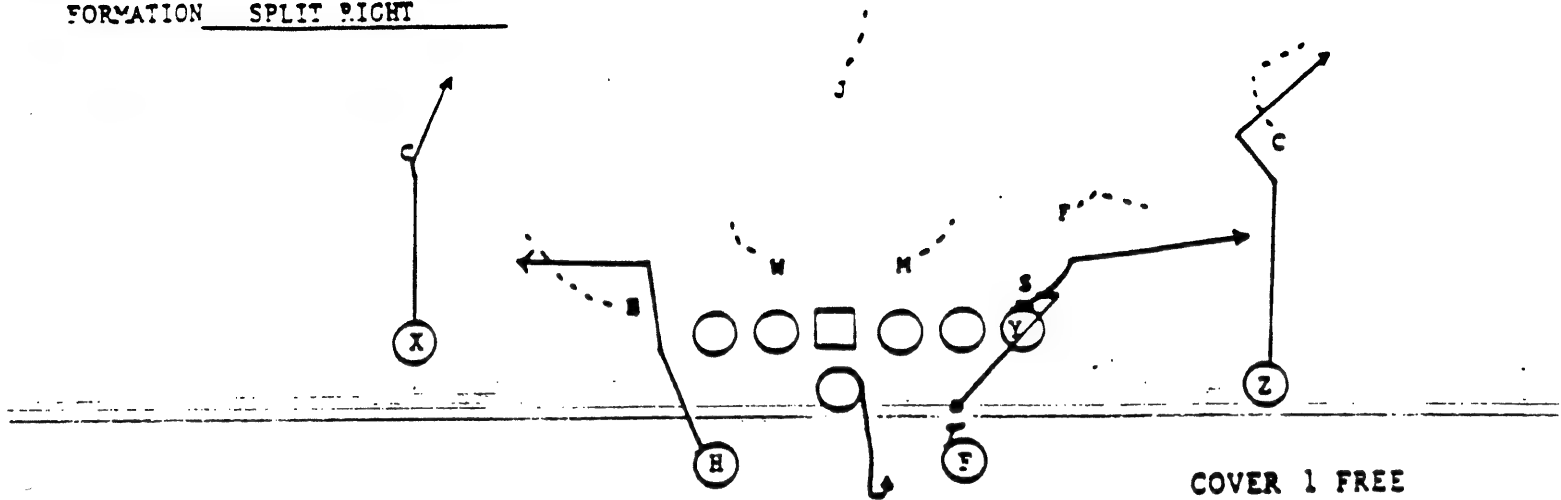
SPLIT NORMAL ROUTE 7 RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ.

- C.P.s:
1. MUST RECOGNIZE COVER AND CONVERT TO 18 YARD - 5 ROUTE IF CORNER PLAYS
OUTSIDE LEVERAGE WITH DEEP 1/3 RESPONSIBILITY.
 2. MUST PUSH VERTICAL BEFORE ANGLE BREAK VS COVER 2

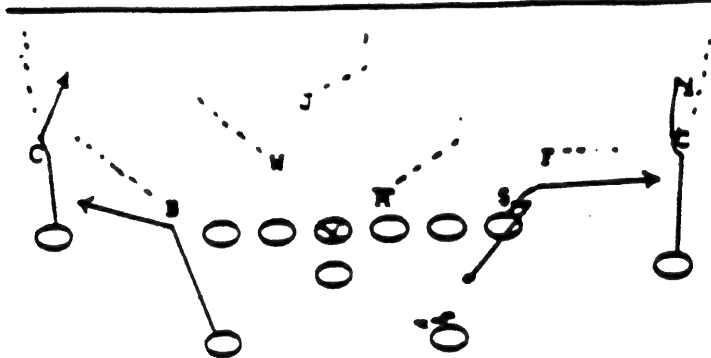
SERIES & PROTECTION FIRM PATTERN 817 SWING CONTROL H-FLAT CHECK

AUDIBLE _____

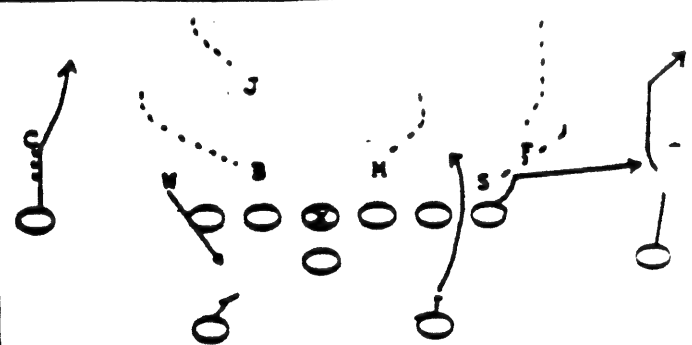
FORMATION SPLIT RIGHT



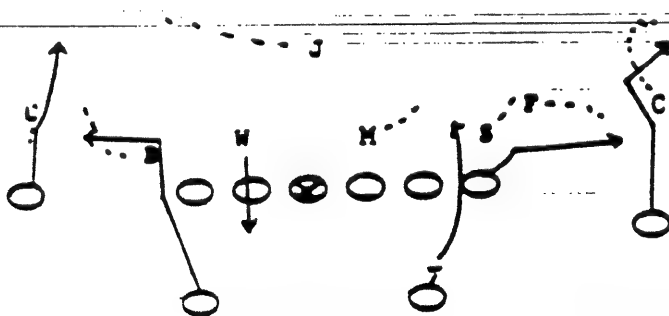
COVER 1 FREE



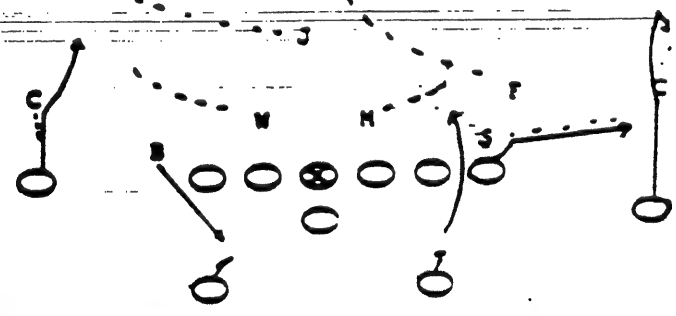
COVER 4



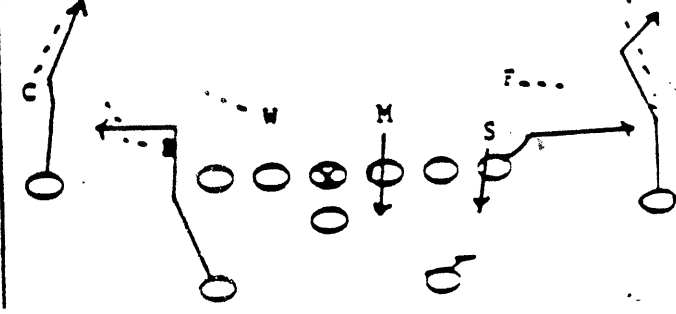
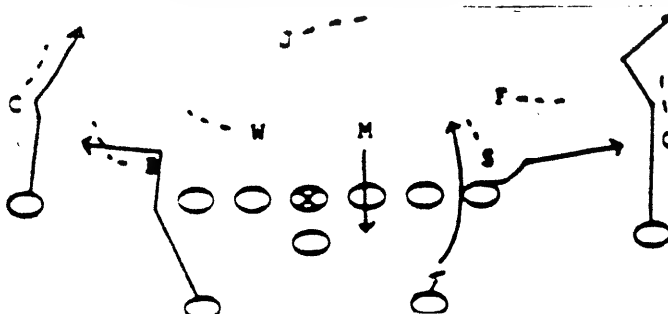
COVER 2



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION MAX FIRM PATTERN 949 SWING CONTROL BASE

QUARTERBACK

P.S.L. _____ READ SAFETIES DROP 5 STEP

PROGRESSION TITE CORNER TO Y

- C.P.s:
1. 5 STEP DROP. CAN SHUFFLE FORWARD
 2. THINK X OR Z. THROW BALL OVER OUTSIDE RECEIVER SHOULDER BETWEEN RECEIVER AND OUT OF BOUNDS.
 3. 2 COVERAGE ALERT Y

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. BUCK FIRM ROUTE NONE

- C.P.s:
1. S.P.U. BUCK FIRM
 2. NO BUCK DOG HELP ON DEFENSIVE LINEMAN
 3. TAKE DOG ON CLOSE TO L.O.S. THIS IS A FIRM DROP

FULLBACK - F

PROTECTION S.P.U. STUB FIRM ROUTE NONE RELEASE NONE

- C.P.s:
1. S.P.U. STUB FIRM
 2. NO STUB DOG, HELP ON DEFENSIVE LINEMAN
 3. TAKE DOG ON CLOSE TO L.O.S. THIS IS A FIRM DROP

X

SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s:
1. SPRINT AT THE CORNER AND MAKE DECISION BY 12 YARDS WHETHER YOU ARE GOING INSIDE OR OUTSIDE HIM.
 2. AFTER YOU BREAK PAST CORNER, SPRINT, DO NOT LOOK FOR BALL UNTIL YOU HAVE TAKEN SEVERAL STRIDES UPFIELD.
 3. QB WILL THROW BALL OUTSIDE AND UPFIELD 3-5 YARDS INBOUNDS.

Y

SPLIT NORMAL ROUTE 8 RELEASE BEST ADJ Vs CLEO NONE

ADJ. VS. COV. 2: POST

- C.P.s:
1. BEST RELEASE, READ FRANK & JILL FOR COVERAGE.
 2. COVER 2 - RUN POST - OUTSIDE STICK MOVE - STAY ON OR OUTSIDE NEAR HAS
 3. UNCOVERED WITH DB IN POST AREA - 16 YARD 4 ROUTE
 4. COVERED WITH DB IN POST AREA - 10-12 YARD RUN AWAY 4

Z

SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s:
1. SAME AS X COACHING POINTS ABOVE

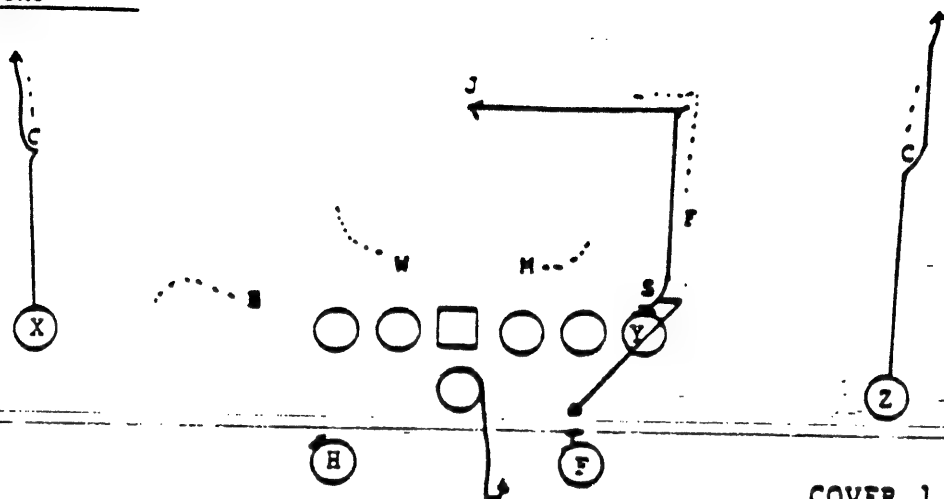
SERIES 3 PROTECTION MAX FIRM

PATTERN 949

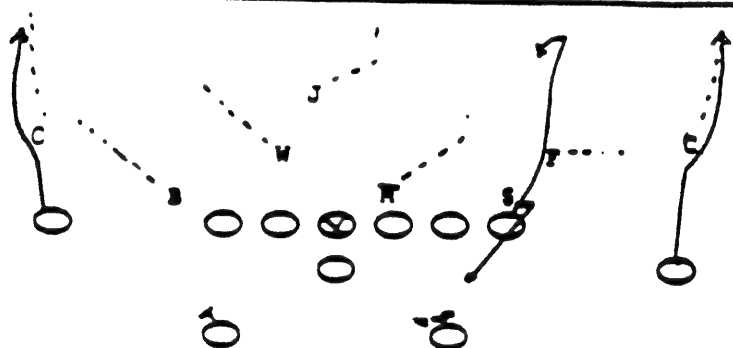
SWING CONTROL BASE

AUDIBLE 39

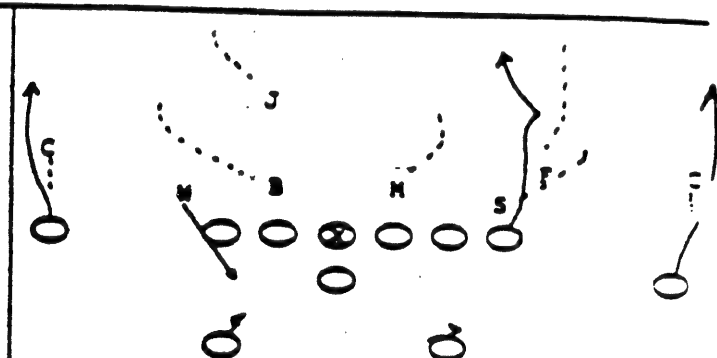
FORMATION SPLIT RIGHT



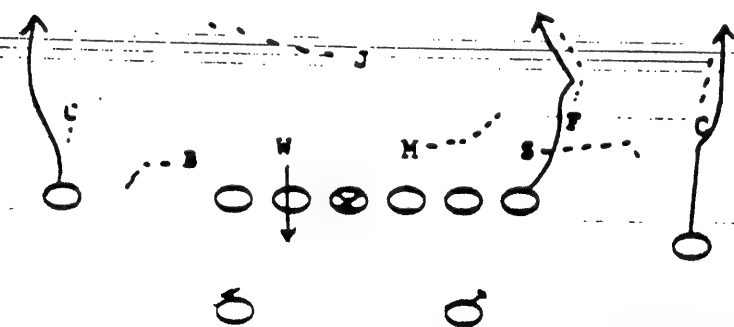
COVER 1 FREE



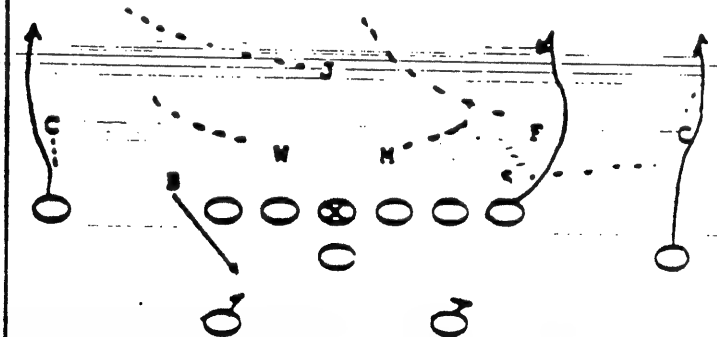
COVER 4



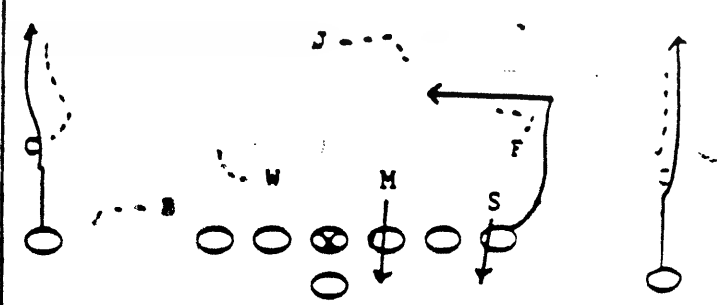
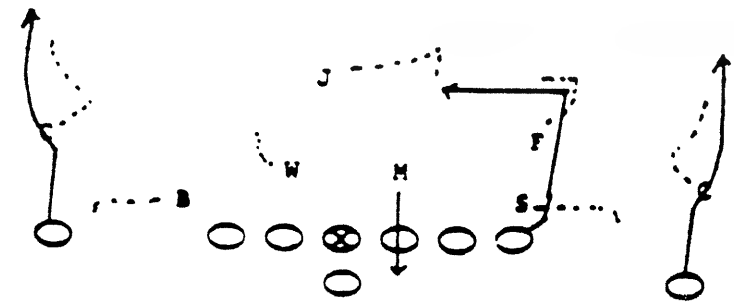
COVER 2



COVER 7



COVER 6 CLEO



QUICK SERIES

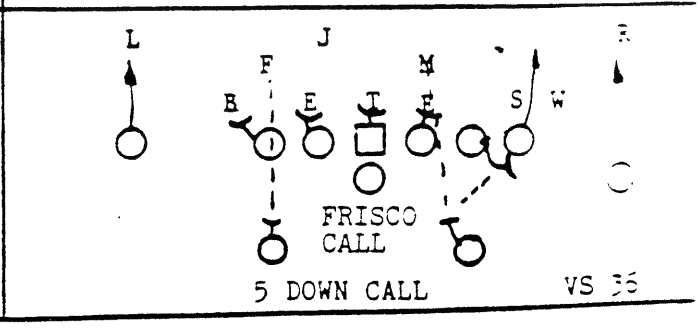
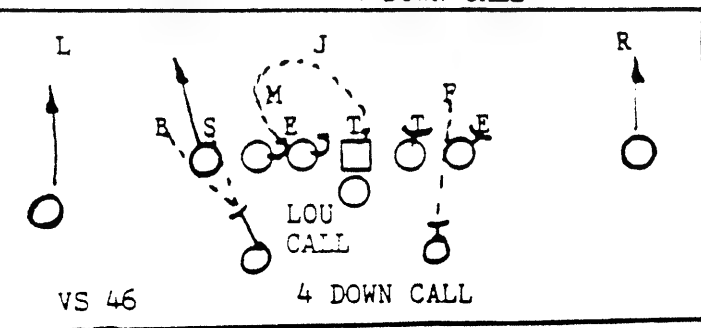
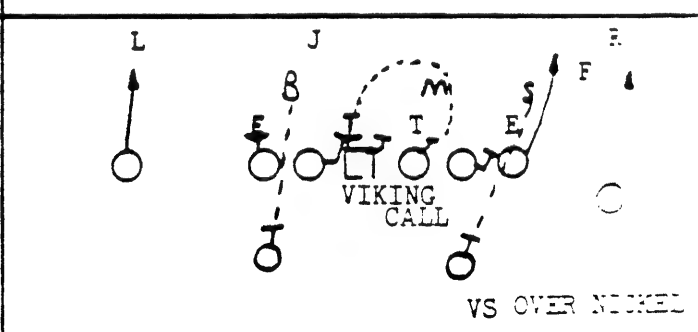
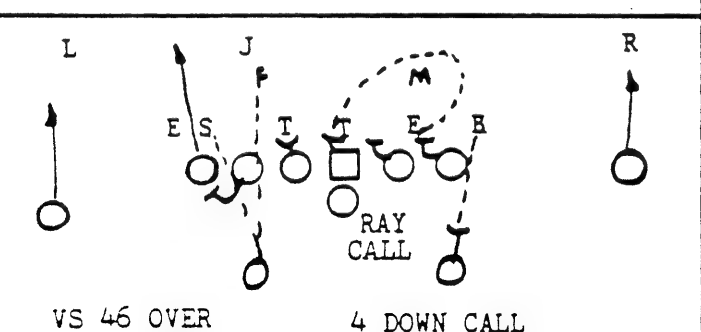
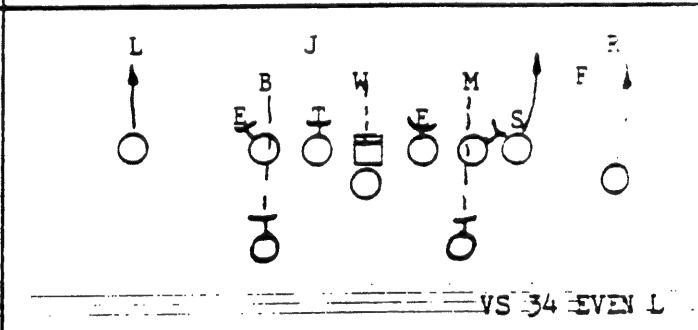
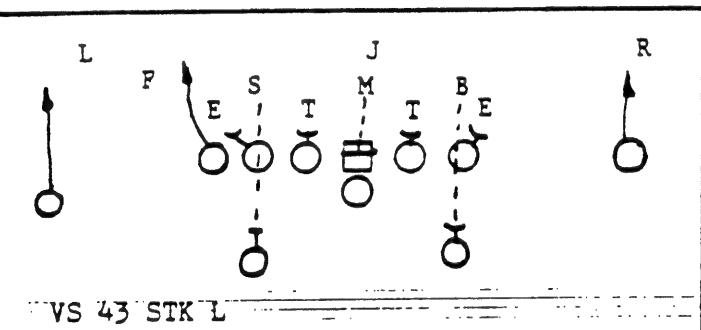
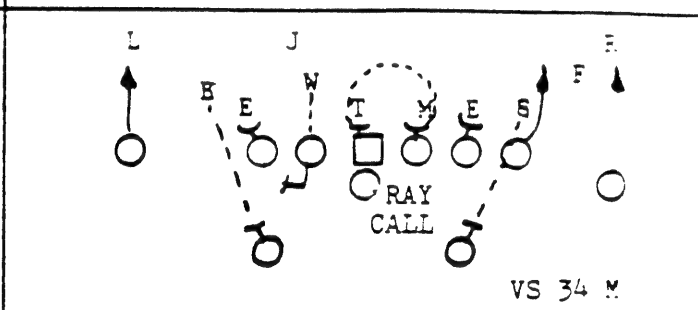
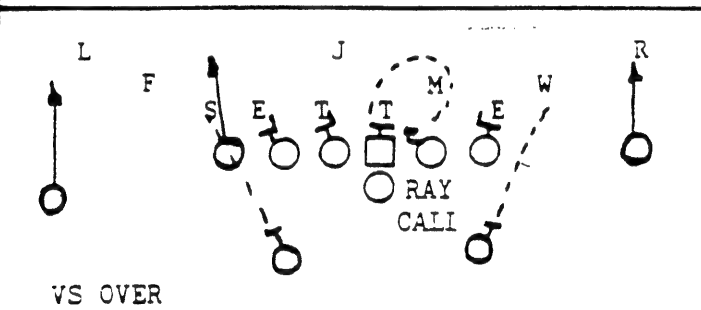
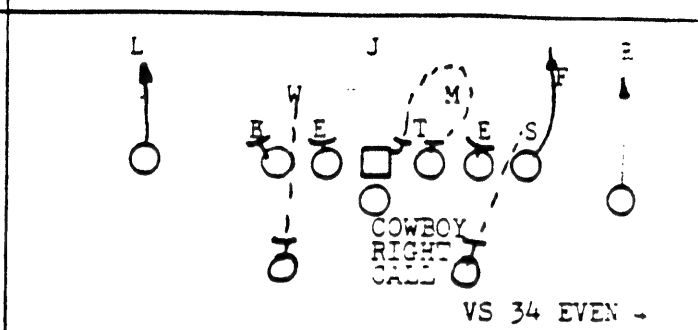
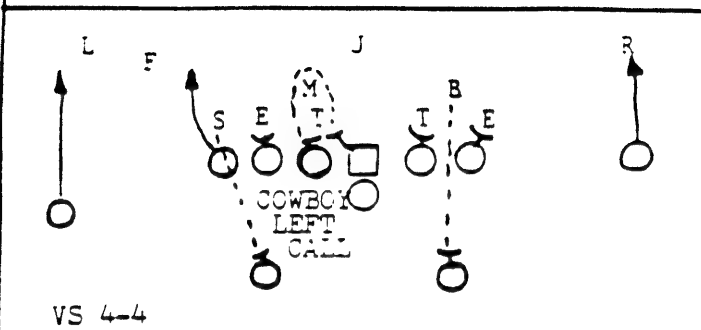
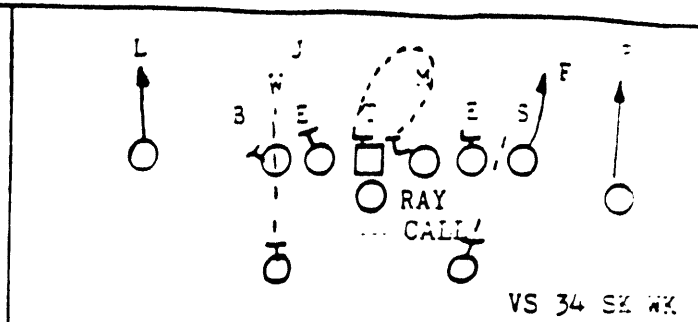
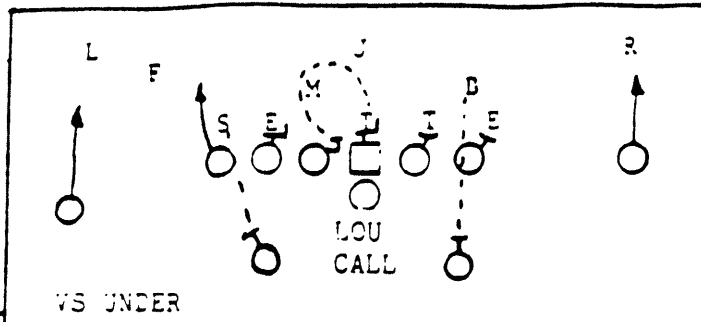
THE QUICK SERIES IS OUR SHORT RANGE TIMED PASSING GAME IN WHICH THE TERM QUICK DEFINES ALL RESPONSIBILITIES. THE LINE SET AGGRESSIVELY, BLOCKING BASE ASSIGNMENTS. THE QB TAKES A 3 STEP DROP, THROWING WITH A TIMING FACTOR OF 1.3 TO 1.6. THE BASIC ROUTES USED IN THE QUICK SERIES ARE THE 1 ROUTE (6 YARD QUICK OUT), THE 2 ROUTE (6 YARD SLANT) AND IN THE GOAL LINE THE QUICK FADE. BOTH RB'S HAVE AGGRESSIVE S.P.U. ASSIGNMENTS ON THE TWO OUTSIDE LINEBACKERS, THEN ENTER THE PATTERN.

QUICK CAN BE COMBINED WITH OTHER PASSING SERIES AS A SECONDARY CALL THAT WOULD ALERT EVERYONE TO USE QUICK TECHNIQUES WITHIN THE FRAMEWORK OF THE PRIMARY SERIES

~~----- CALLED. -----~~ ~~EXAMPLE: -----~~ ~~FLOOD-QUICK 202 FLAT. -----~~ IT AMOUNTS TO A WEAK FLOOD QUICK PASS.

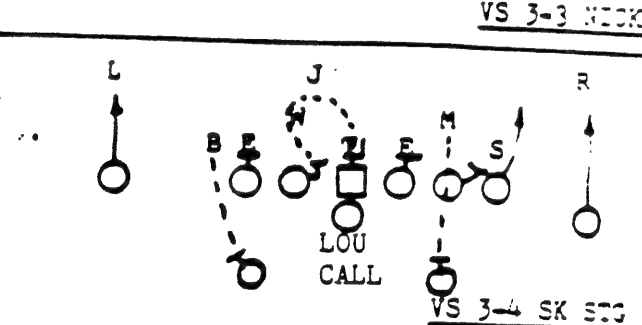
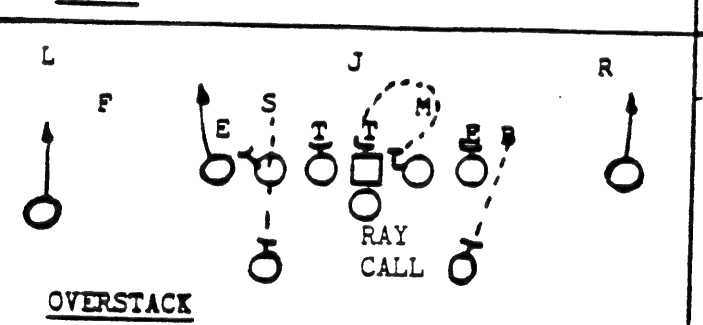
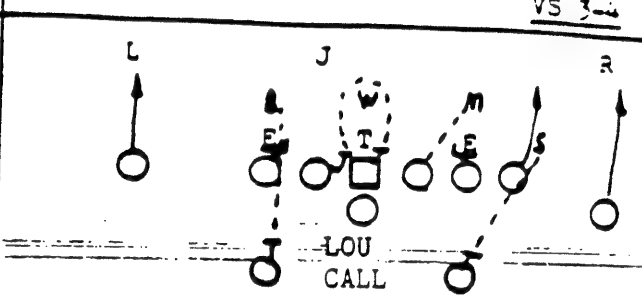
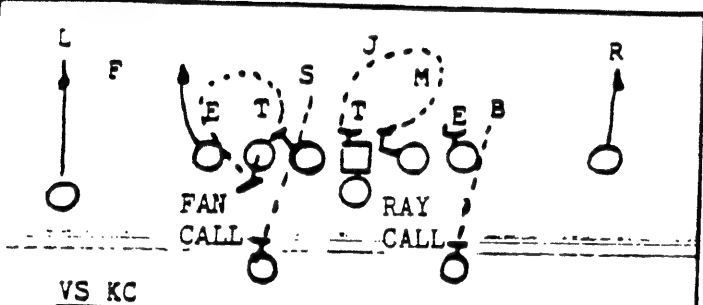
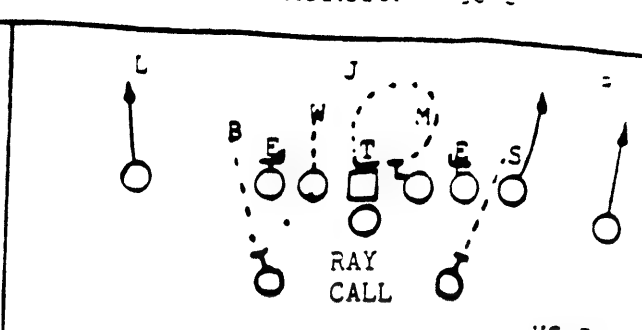
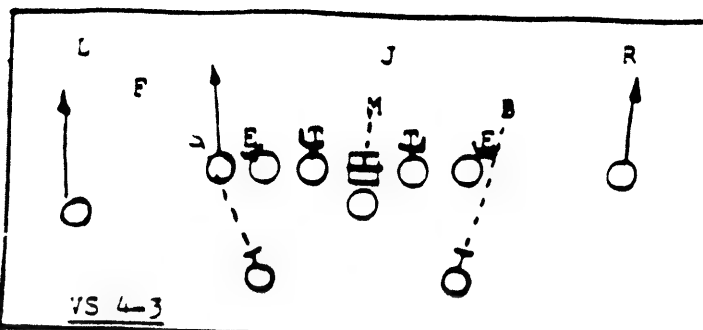
PLAY LEFT FORMATION

PLAY RIGHT FORMATION



PLAY QUICK SERIES PROTECTION LEFT FORMATION 30'S

PLAY QUICK SERIES PROTECTION RIGHT FORMATION 30'S



PWR PATTERN

QB

OWR PATTERN

BC

Y PATTERN

PT

BLOCK DEF END. VS SINK IN 3-4, STUB OR BUC BECOMES DEF. END.

PG

BLOCK DEF TACKLE. (VS ODD 4-3 LOU OR RAY CALL). VS 3-4 LOU OR RAY CALL.

C

VS. EVEN FRONT 4-3-YOU HAVE MIKE MAKE PROPER CALL TO GUARDS. VS ODD FRONT 4-3 CALL LOU OR RAY TO UNCOVERED GUARD (3-4 SINK EQUALS ODD 4-3). VS 3-4 CALL LOU OR RAY TO P.G.

OFG

BLOCK DEF TACKLE. VS ODD 4-3 LOU OR RAY CALL. VS 3-4 BLOCK WILL.

OFT

BLOCK DEF END. VS SINK IN A 3-4 STUB OR BOC BECOMES DEF END.

RB

HB=AGGRESSIVE S.P.U. FLARE ASSIGNMENT-BUCK TO JILL, CUT HIM TO GET HANDS DOWN. N/T RUN ROUTE FROM GAME PLAN. UP OR ARROW.
NOTE=WHEN YOU ARE ONLY BACK IN BACKFIELD ALWAYS BLOCK AWAY FROM Y.
WHEN YOU ARE FLANKED OUT RUN ROUTE CALLED.

FB=AGGRESSIVE S.P.U. FLARE ASSIGNMENT STUB TO FRANK. CUT HIM TO GET HANDS DOWN. N/T RUN ROUTE FROM GAME PLAN, UP OR ARROW.
NOTE=WHEN YOU ARE ONLY BACK IN BACKFIELD, ALWAYS BLK AWAY FROM Y.

BLOCKING VARIATIONS

COACHING POINTS

SERIES & PROTECTION QUICK PATTERN AUD 80 SWING CONTROL _____

QUARTERBACK

P.S.L. _____ READ CORNERS DROP 3 STEP

PROGRESSION

1. 3 STEP PLANT AND THROW WITH AUTHORITY
- C.P.s: 2. HIT RECEIVER'S SHOULDER AWAY FROM DEFENDER
3. THROW TO OFF CORNERS SIDE OR WEARNESS OF DEFENSE
4. BE ALERT FOR SEAM ROUTE IF INSIDE RECEIVER IS UNCOVERED

REC. ADJs VS CLEO X _____ Y _____ Z _____ = Y's ADJ VS COV. 2 _____

HALFBACK

PROTECTION S.P.U. 2 BACK - N.S.P.U. 1 BACKROUTE HITCH-SEAM

- C.P.s: 1. ~~VS PRESS O.S. IF RUNNING HITCH~~
2. VS CLEO ZONE ADJUSTMENT
 3. IF INSIDE RECEIVER RUN SEAM ROUTE - BE ALERT IF UNCOVERED

FULLBACK

S.P.U. STUB/BUCK
PROTECTION MUST KNOW FORMATION ROUTE CIRCLE RELEASE OUTSIDE

- C.P.s: 1. YOU MAY MOVE OVER TO H.B. POSITION IN SINGLE BACK SET.
2. ATTACK STUB/BUCK ON MOVE, IF HE DOGS CHOP HIM TO GET HIS HANDS DOWN.
 3. NO DOG RUN CIRCLE ROUTE

X

SPLIT NORMAL/MAX ROUTE HITCH/SEAM RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ

- C.P.s: 1. ~~RUN 6 YARD HITCH IF OUTSIDE RECEIVER. YOUR SPLIT WILL BE MAXIMUM OR~~
~~OUTSIDE RELEASE. SIT ON 3rd OUTSIDE LEG.~~
2. GIVE QB ALL YOUR NUMBERS - BALL THROWN AWAY FROM COVER.
 3. FIND MIDDLE SEAM UP FIELD WHEN YOU ARE INSIDE RECEIVER
BE ALERT IF UNCOVERED.

Y

SPLIT NORMAL ROUTE SEAM/S.P.U. RELEASE OUTSIDE ADJ Vs CLEO NONE

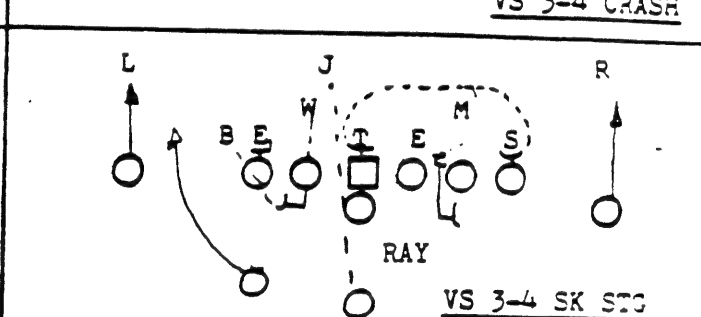
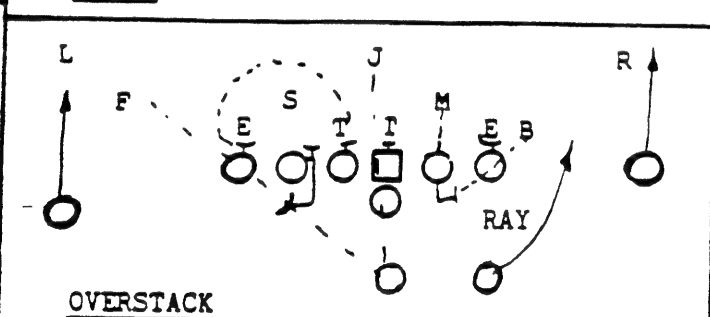
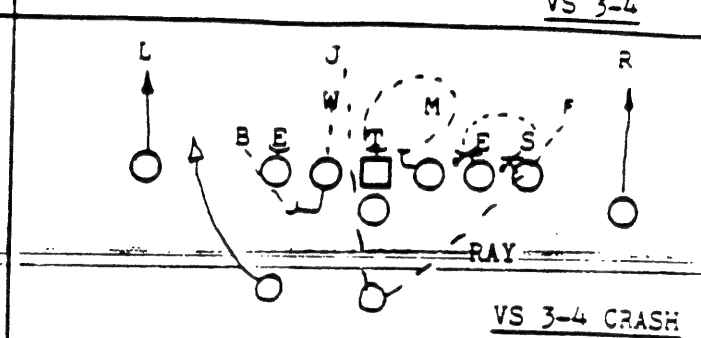
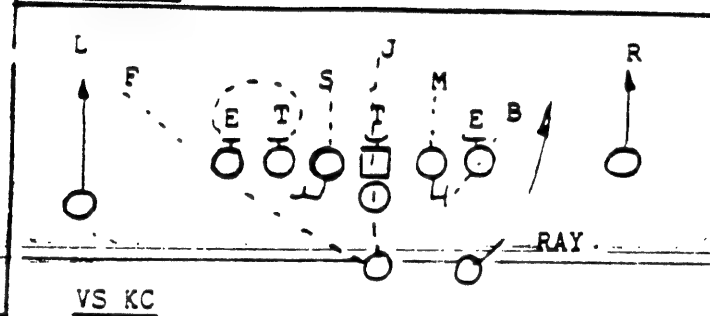
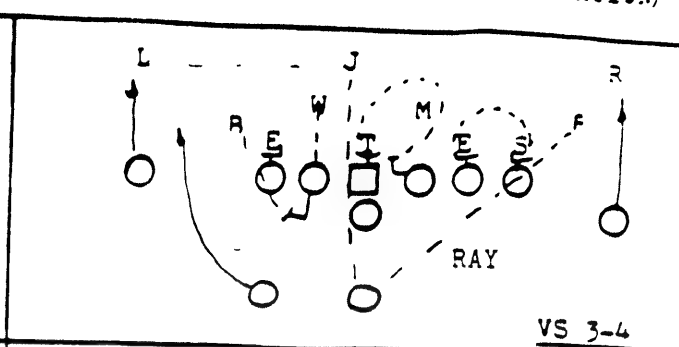
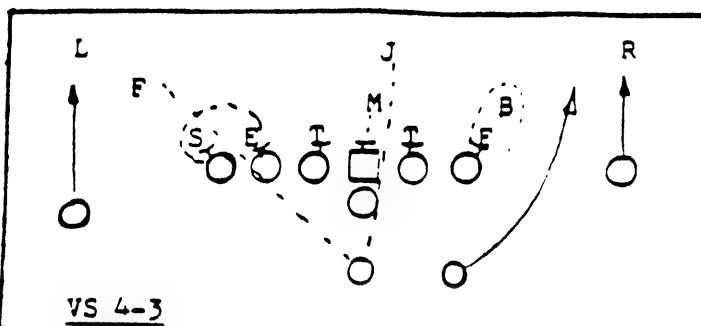
ADJ. VS. COV. 2: FIND SEAM

- C.P.s: 1. 2 BACKS - RUN ROUTE 1 BACK - ATTACK STUB
2. RELEASE OUTSIDE STUB WHEN RUNNING ROUTE UNLESS HE IS TOO WIDE.

Z

SPLIT NORMAL/MAX ROUTE HITCH/SEAM RELEASE VARIABLE ADJ Vs CLEO ZONE ADJ

- C.P.s: 1. SAME RULES AS X RECEIVER ABOVE.
2. VS PRESS O.S. HITCH.
 3. SIT ON 3rd OUTSIDE LEG - GIVE QB ALL YOUR NUMBERS



PWR PATTERN

QB USED VS JILL OR FRANK TOTAL BLITZ

OWR PATTERN

BC HB - FREE RELEASE INTO PATTERN

Y AREA BLOCK WITH TACKLE.
(C.P. 46, 36, OVER SINK WK
DEFENSE)

PT AREA BLOCK WITH TE. VS STACKS
AREA WITH G & TE. IF FREE HELP
TE. (CP 46, 36 OVER SINK WK DEF.)

PG FIRM OR FLARE. PROTECTION.
MAN ON.
LOU/RAY CALLS

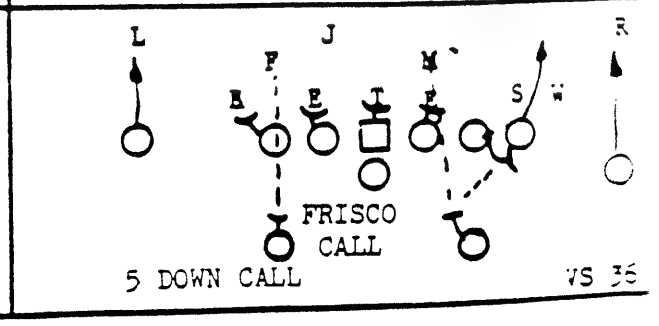
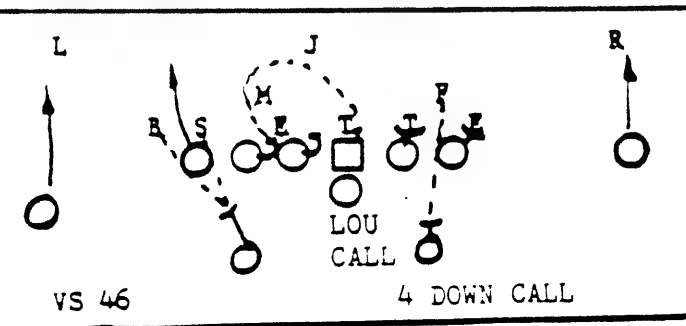
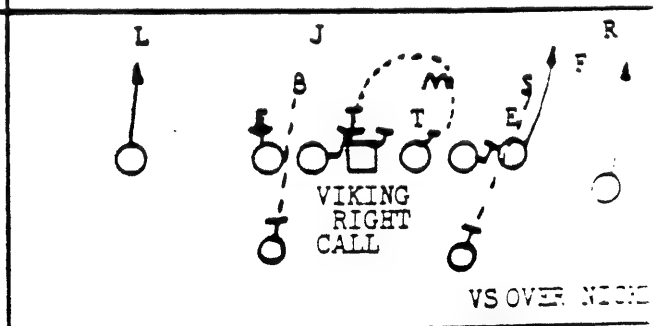
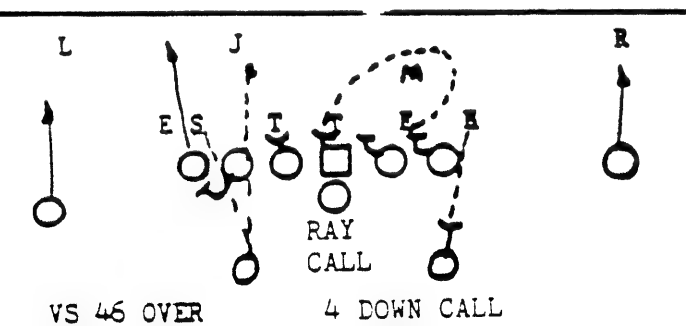
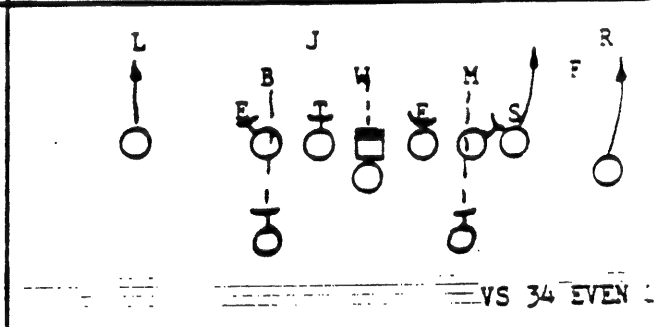
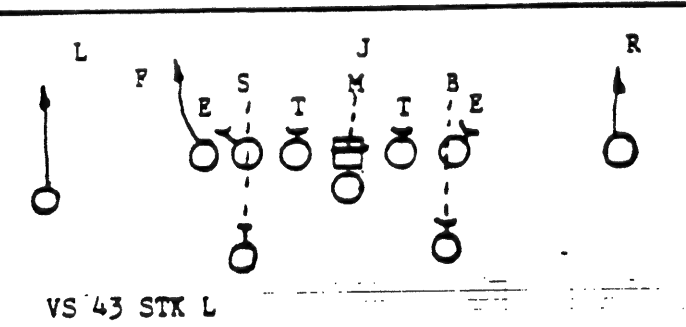
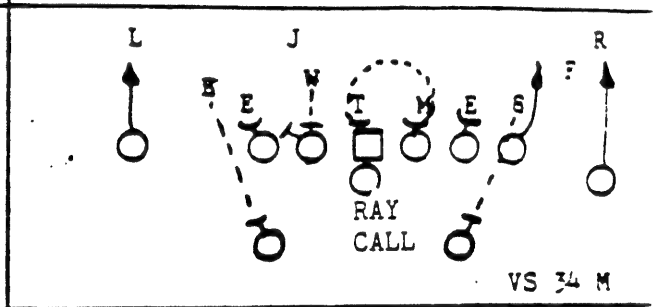
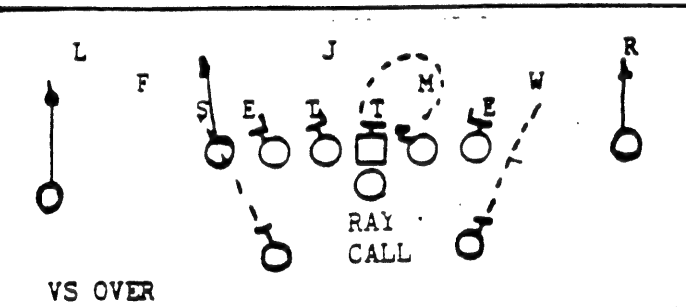
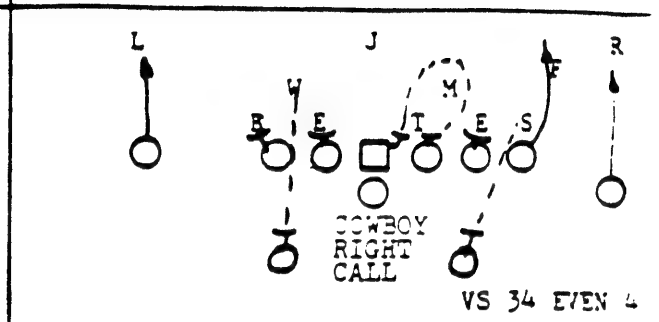
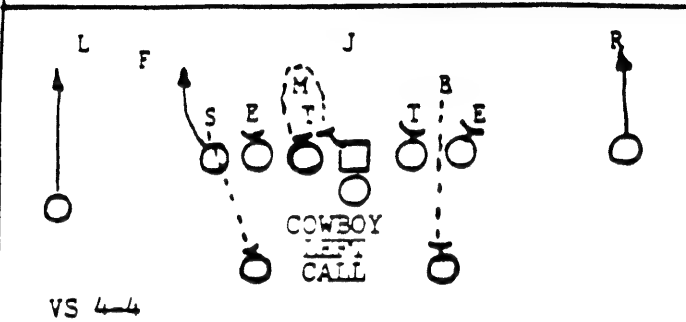
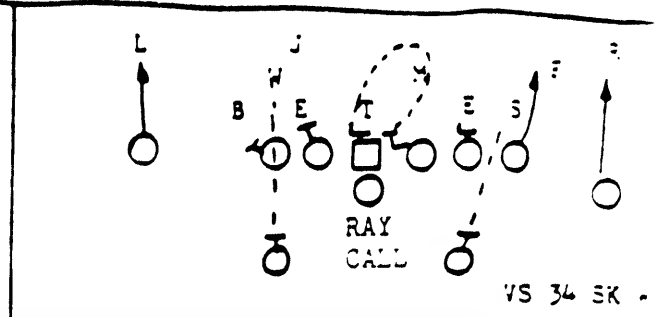
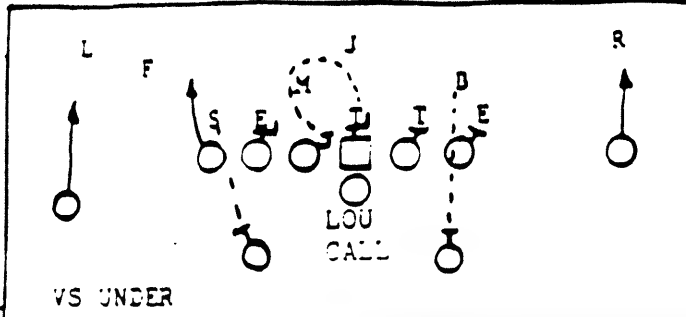
RB FB - MOVE TO OPPOSITE FORMATION;
LOCATE BLITZING SAFETY S.P.U.
THIS IS MAX PROTECTION.
ALERT JILL BUCK SWITCH. YOU HAVE
INSIDE OF TWO.

C FIRM OR FLARE PROTECTION. MAKE
PROPER LOU OR RAY CALLS
ACCORDING TO DEFENSE
VS 4 MAN LINES FREE PLAY GUARD
VS 3 MAN LINES FREE OFF GUARD

OFC FLOOD PROTECTION - MAN ON,
DBL READ

OFT FLOOD PROTECTION - MAN ON,
DBL READ.

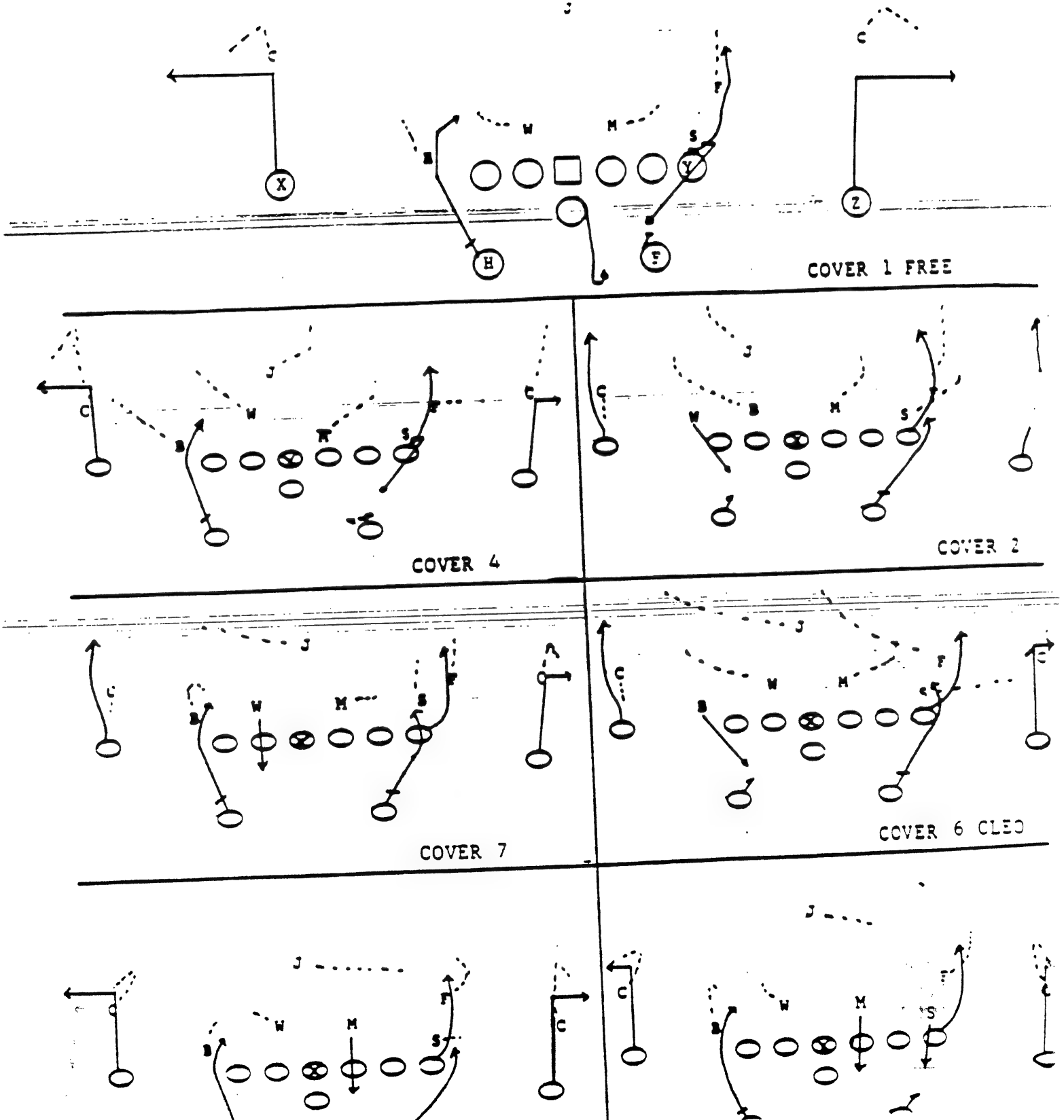
BLOCKING VARIATIONS



SERIES 3 PROTECTION QUICK PATTERN 191 SWING CONTROL CIRCLE

AUDIBLE 81

FORMATION SPLIT RIGHT



COACHING POINTS

SERIES & PROTECTION QUICK PATTERN 191 SWING CONTROL CIRCLE
QUARTERBACK

P.S.L. READ CORNERS DROP 3 STEP

PROGRESSION OFF CORNER

- C.P.s: 1. 3 STEP PLANT AND THROW WITH AUTHORITY
2. THROW TO OFF CORNER'S SIDE OR WEAKNESS OF DEFENSE

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION S.P.U. BUCK ROUTE CIRCLE

- C.T.P.s: 1. ATTACK BUCK, CUT HIM WHEN POSSIBLE
2. IF BUCK DROPS RUN CIRCLE BE ALERT FOR BALL
3. IF BUCK IS IN WALK POSITION OR BUZZ WIDEN CIRCLE ROUTE
ALERT TO GET BALL.

FULLBACK - F

PROTECTION S.P.U. STUB QUICK ROUTE CIRCLE RELEASE OUTSIDE

- C.P.s: 1. ATTACK STUB, CUT HIM TO GET HANDS DOWN
2. N.S.P.U vs LIVE DEFENSIVE END
3. BY GAME PLAN

X

SPLIT NORMAL ROUTE 1 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ

- C.P.s: 1. USE SPEED TURN AT 6 YARDS
2. GET YOUR HEAD AROUND QUICKLY
3. DO NOT BEND BACK TO L.O.S. UNLESS BALL FORCES YOU BACK
4. VS. COVER 2 - ZONE ADJUST

Y

SPLIT NORMAL ROUTE 9 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: EIGHT

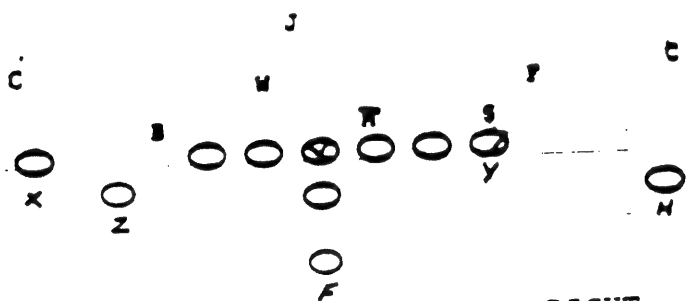
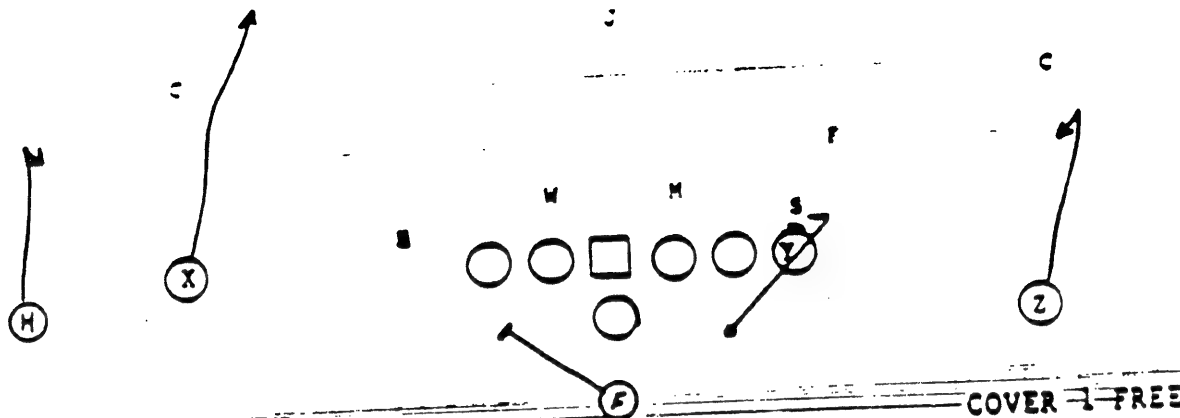
- C.P.s: 1. NO CHECK REQUIRED FROM THIS FORMATION - MUST KNOW WHEN CHECK
RELEASE IS REQUIRED

Z

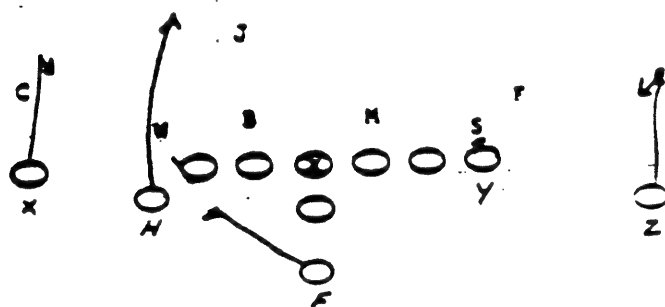
SPLIT NORMAL ROUTE 1 RELEASE STRAIGHT ADJ Vs CLEO ZONE ADJ

- C.P.s: 1. USE SPEED TURN AT 6 YARDS
2. GET YOUR HEAD AROUND QUICKLY
3. DO NOT BEND BACK TO L.O.S. UNLESS BALL FORCES YOU BACK

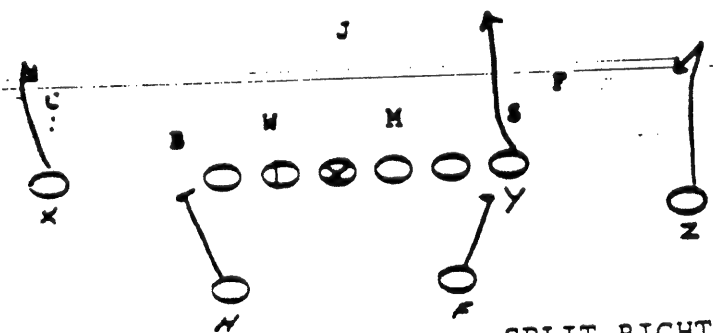
SERIES & PROTECTION QUICK PATTERN AUD 30 SWING CONTROL _____
 AUDIBLE 80
 FORMATION DIG RIGHT



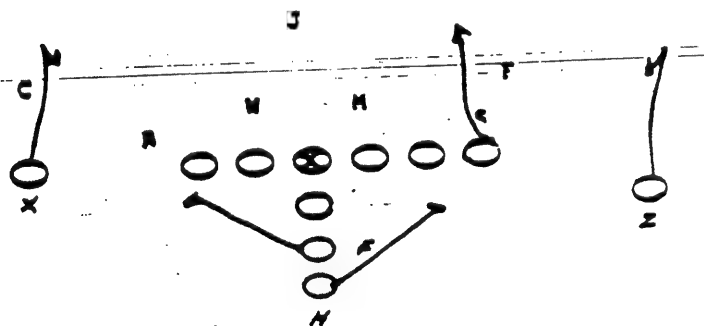
FAR RIGHT



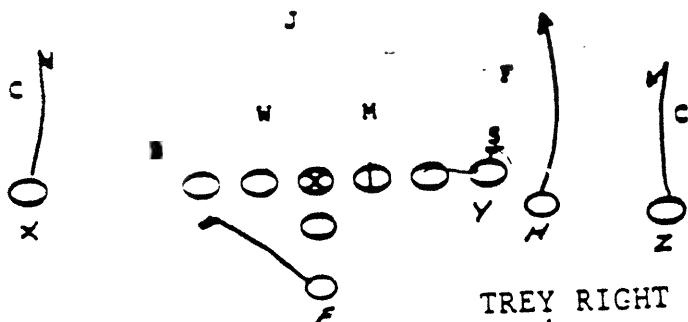
DOUBLE RIGHT



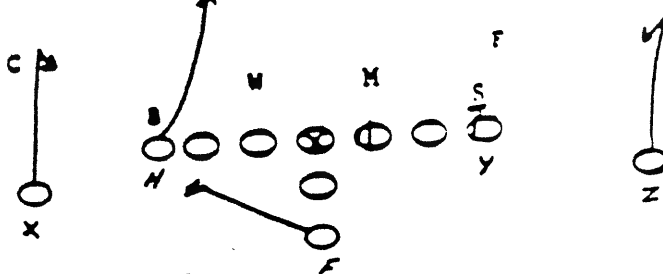
SPLIT RIGHT



I RIGHT



TREY RIGHT



DOT RIGHT

COACHING POINTS

SERIES & PROTECTION QUICK PATTERN 282 SWING CONTROL ARROW

QUARTERBACK

P.S.L. _____ READ _____ SAFETIES _____ DROP _____ 3 STEP _____

PROGRESSION Z TO Y FB

- C.P.s:
1. 3 STEP PLANT AND THROW INTO BODY OF RECEIVER
 2. GOOD VS 1, 6, & 7, DEFENSES
 3. USED IN +10 AREA

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION S.P.U. BUCK QUICK ROUTE _____ ARROW _____

- C.P.s:
1. ATTACK BUCK AGGRESSIVE, CUT TO GET HANDS DOWN
 2. RUN ARROW ROUTE
 3. NO DOG, SPRINT HARD TO CLEAR UNDERNEATH COVERAGE
 4. ALWAYS ALERT FOR BALL

FULLBACK - F

PROTECTION S.P.U. STUB QUICK ROUTE _____ ARROW _____ RELEASE _____ OUTSIDE _____

- C.P.s:
1. ATTACK STUB AGGRESSIVE, CUT TO GET HANDS DOWN
 2. RUN ARROW ROUTE
 3. NO DOG SPRINT HARD TO CLEAR UNDERNEATH COVERAGE
 4. ALWAYS ALERT FOR BALL

X

SPLIT MAX ROUTE 2 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s:
1. PUSH DEFENDER AND BREAK ON 3rd STEP - APPROXIMATELY 6 YARDS
 2. ATTACK INSIDE AT 45°
 3. QB WILL PULL YOU INTO HOLE
 4. MUST GET INSIDE VS PRESS

Y

SPLIT NORMAL ROUTE 8 RELEASE INSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s:
1. BE ALERT FOR POP IF INSIDE AREA VOIDED
 2. ADJUST TO RUN AWAY IF FRANK PLAYING MAN - AFTER 6 YARD VERTICAL PUSH

Z

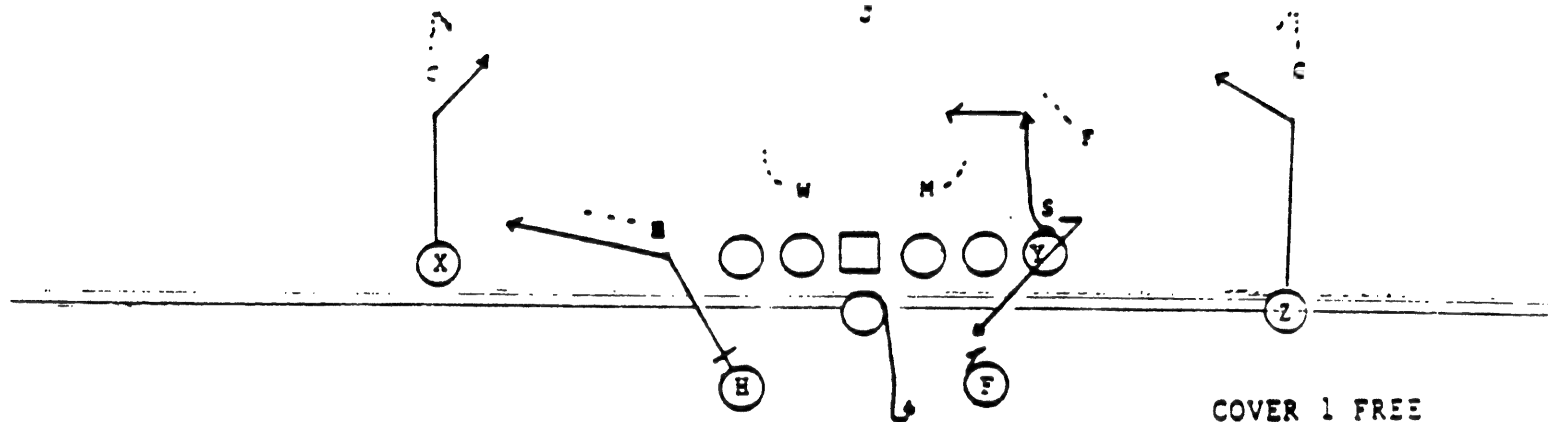
SPLIT MAX ROUTE 2 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s:
1. PUSH DEFENDER AND BREAK ON 3rd STEP - APPROXIMATELY 6 YARDS
 2. ATTACK INSIDE AT 45° - BE ALERT FOR FRANK
 3. QB WILL PULL YOU INTO HOLE

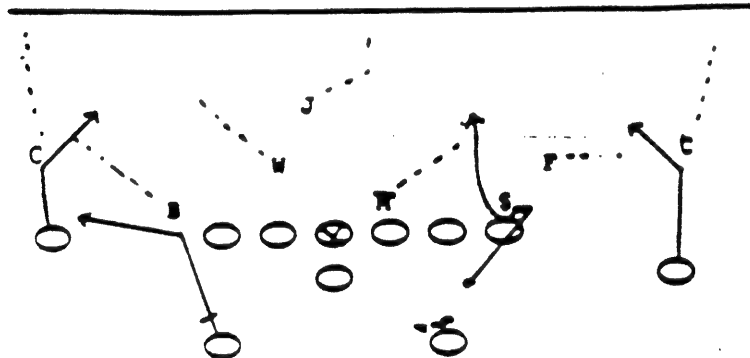
SERIES 1 PROTECTION QUICK PATTERN 282 SWING CONTROL ARROW

AUDIBLE 82 (DOES NOT APPLY TO ANY FORMATION SHOWING 1 SET BACK)

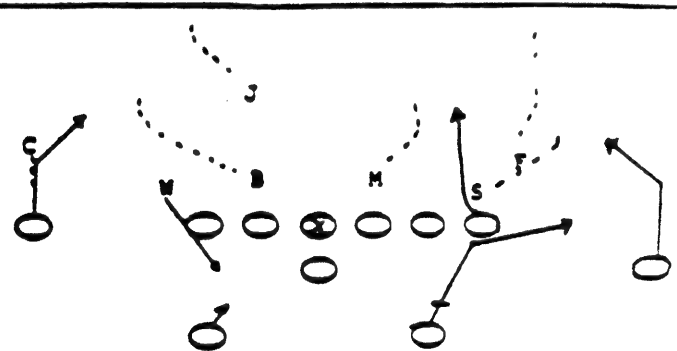
FORMATION SPLIT RIGHT (THIS IS A 2 BACK FORMATION AUDIBLE)



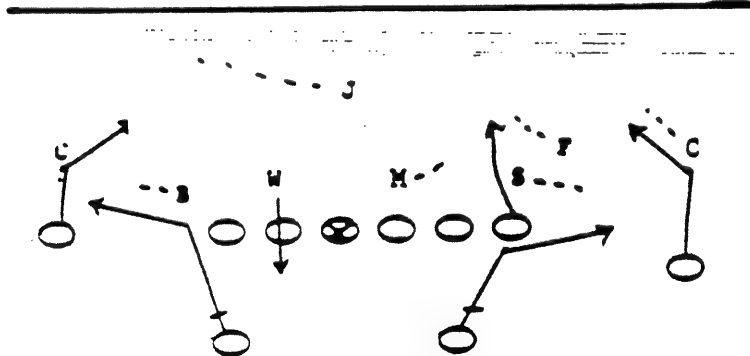
COVER 1 FREE



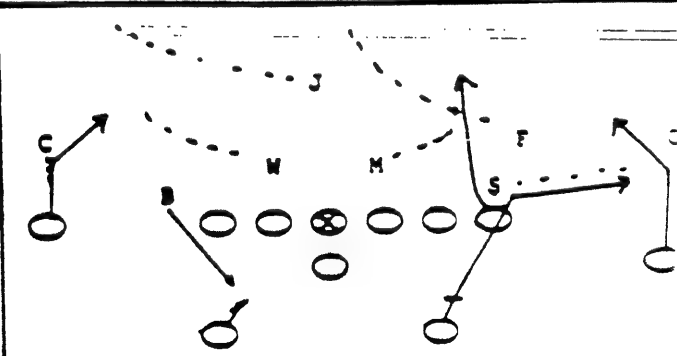
COVER 4



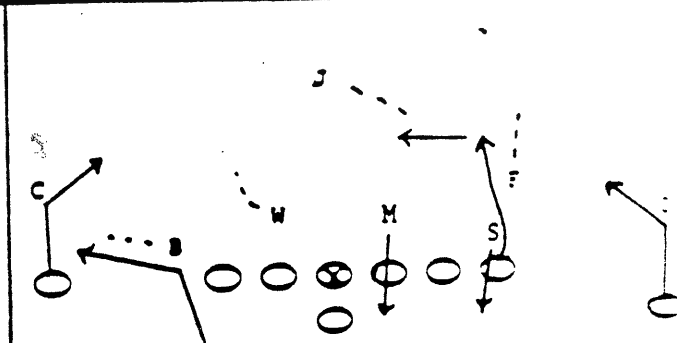
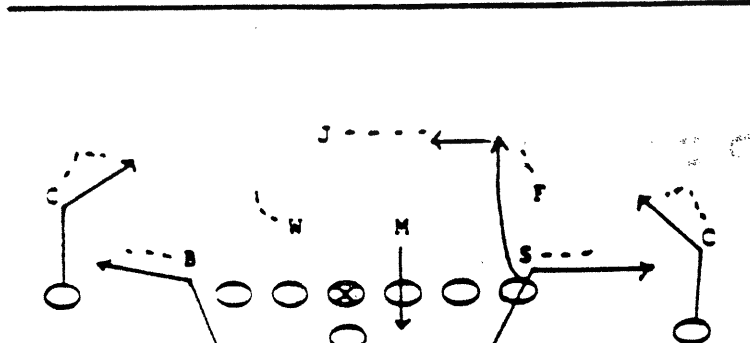
COVER 2



COVER 7



COVER 6 CLEC



MAX SERIES

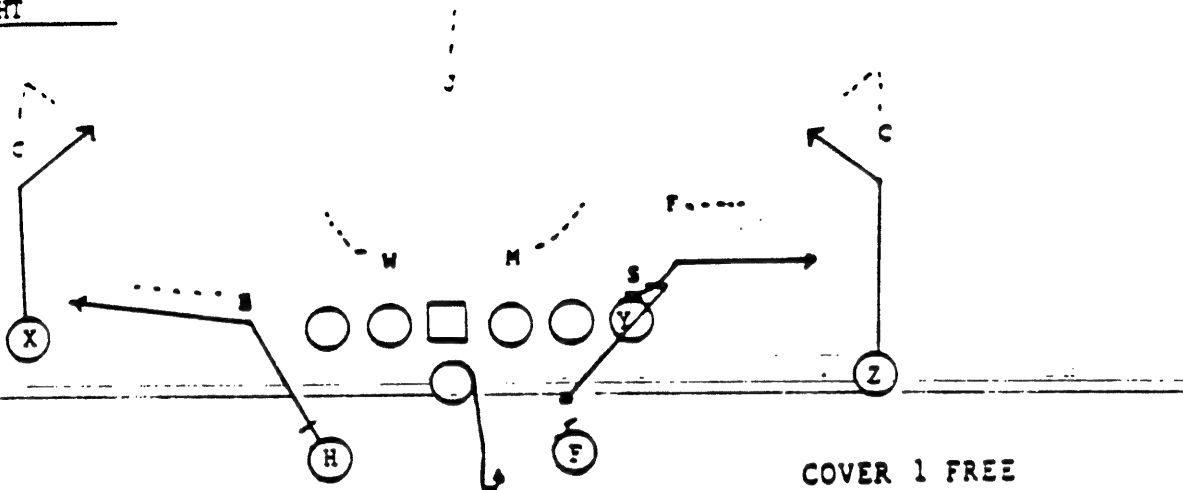
THE MAX SERIES IS A MAXIMUM PROTECTION SERIES INVOLVING 3 RECEIVERS. MAX REALLY MEANS BOTH BACKS STAY IN FOR PROTECTION PURPOSES. THE LINE BLOCKS BASE, SETTING FOR A 7 STEP DROP, WHILE THE RB'S CHECK THE LINEBACKERS, THEN HELP CLEAN UP. THE MAX SERIES IS NOT A COMPLETE SERIES, BUT IT DOES GIVE US THE FLEXIBILITY TO KEEP BOTH BACKS IN AND THROW WHEN WE ARE HAVING PROTECTION PROBLEMS.

NOTE: PROTECTION CAN BE MAX-FIRM WHICH DICTATES A 5 STEP DROP WITH MAXIMUM PROTECTION

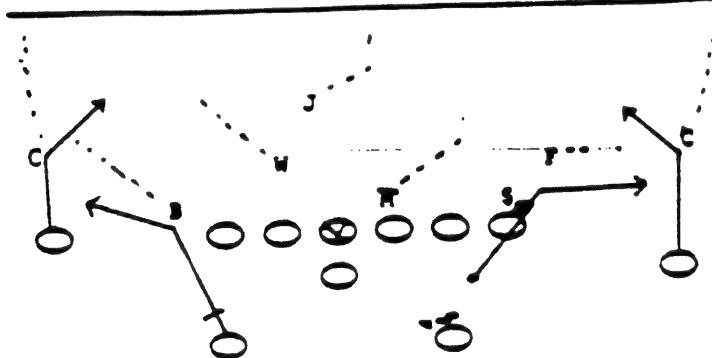
52 PROTECTION - A VARIATION OF MAX PROTECTION USED TO PICK UP SAFETY BLITZES. THE TE STAYS IN TO BLOCK STUB, FREEING A BACK TO LOOK EXCLUSIVELY FOR SAFETY BLITZES. TWO RECEIVERS (X & Z) AND A BACK ARE THE PRIMARY RECEIVERS. THE LINE AND TE BLOCK FLOOD PROTECTION.

AUDIBLE

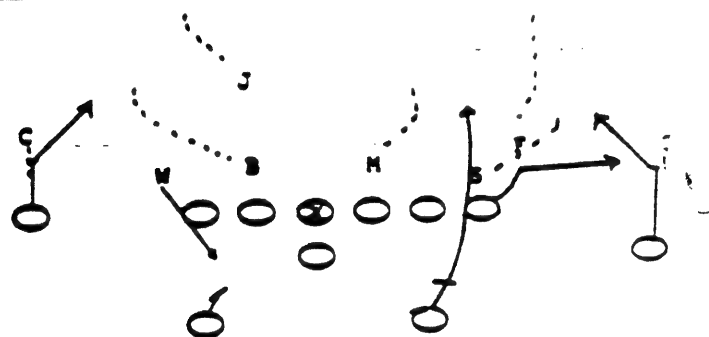
FORMATION SPLIT RIGHT



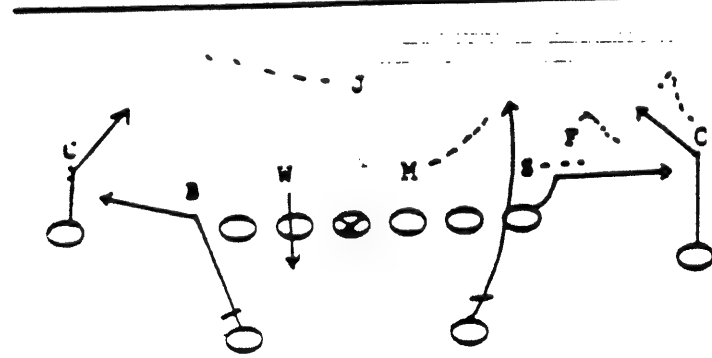
COVER 1 FREE



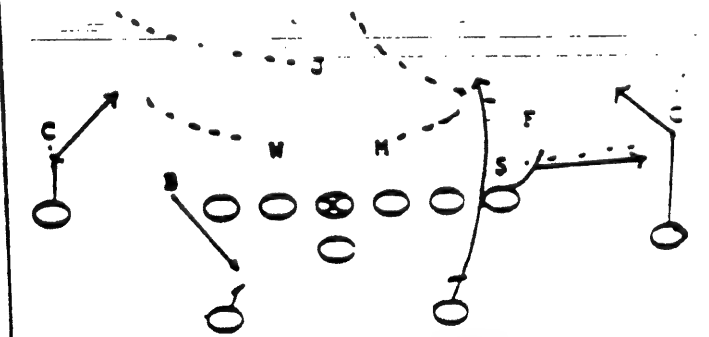
COVER 4



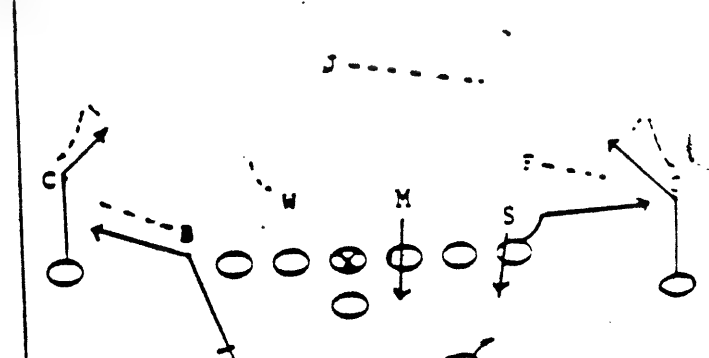
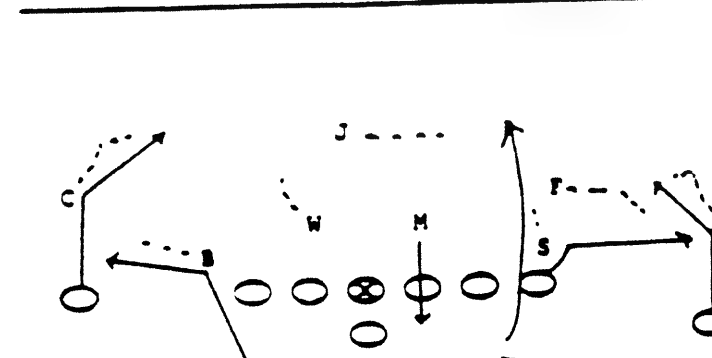
COVER 2



COVER 7



COVER 6 CLEO



FLOOD SERIES

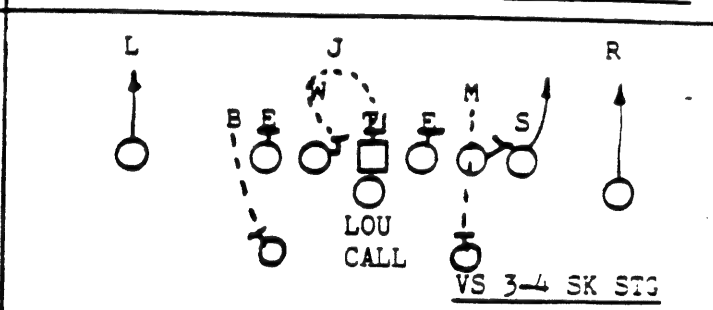
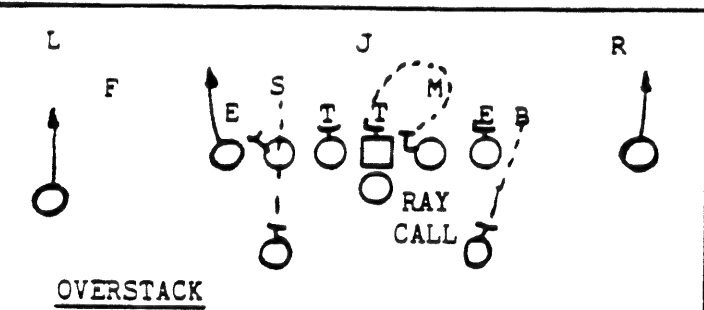
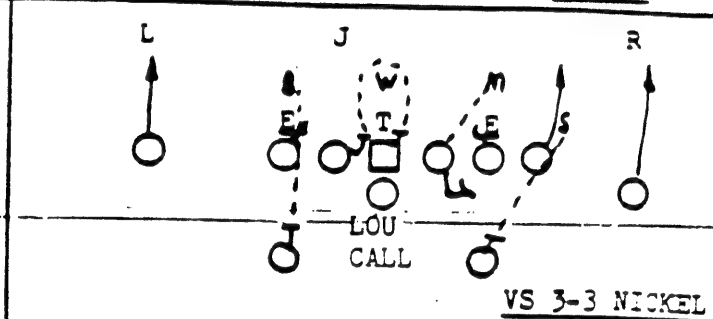
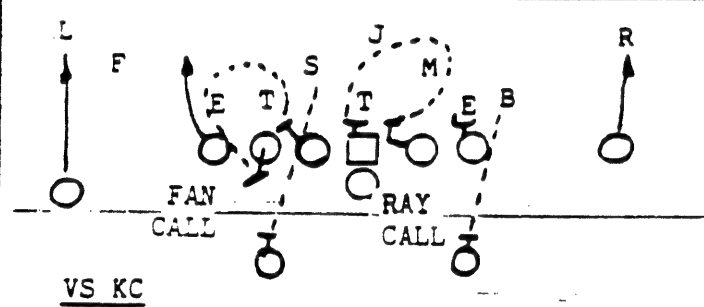
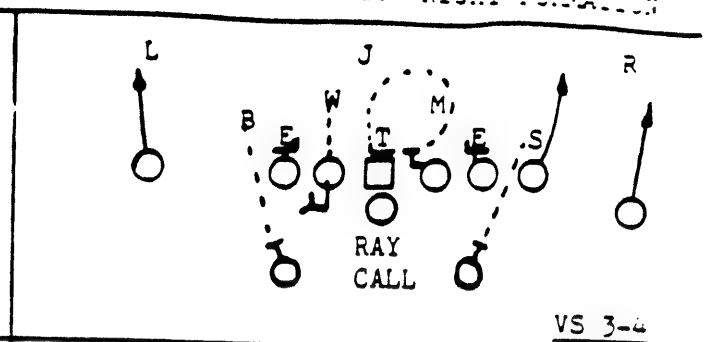
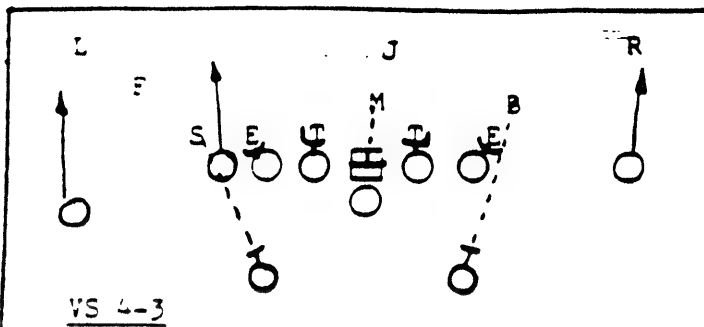
THE FLOOD SERIES IS OUR WEAK FLOOD SERIES. A SERIES THAT ALLOWS US TO GET 3 RECEIVERS OUT TO THE WEAKSIDE. THE TE (Y) STAYS IN TO BLOCK. THE STRONG SIDE OF THE LINE AND CENTER BLOCKS FLARE (OR FIRM). THE WEAK SIDE GUARD OR TACKLE DOUBLE READS IF UNCOVERED. THE QB WILL THROW OFF A BLITZ OF BUC (VS A 4 MAN LINE AND BUC AND WILL VS A 3 MAN LINE.

QUICK OR FIRM TECHNIQUES CAN BE COMBINED AS A SECONDARY CALL WITH THE FLOOD SERIES.

EXAMPLE: FLOOD - QUICK - 202 ARROW.

PLAY MAX SERIES LEFT FORMATION

PLAY MAX SERIES RIGHT FORMATION



PWR PATTERN

QB

OWR PATTERN

BC

Y PATTERN

HB=SPU BUCK TO JILL, N/T HELP ON DEFENSIVE LINEMEN. WHO YOU WILL HELP WILL BE DETERMINED BY GAME PLAN.

WHEN MAX IS CALLED DO NOT RELEASE ON A ROUTE

PT BLOCK DEF END. VS SINK IN 3-4, STUB OR BUC BECOMES DEF. END.

NOTE=QB IS ON A 5-STEP DROP.

PG BLOCK DEF TACKLE. (VS ODD 4-3-LOU OR RAY CALL). VS 3-4 LOU OR RAY CALL

RB

FB=S.P.U. STUB TO FRANK, N/T HELP ON DEFENSIVE LINEMEN. WHO YOU WILL HELP WILL BE DETERMINED BY GAME PLAN.

C VS EVEN FRONT 4-3-YOU HAVE MIKE. MAKE PROPER CALL TO GUARDS. VS ODD FRONT 4-3 CALL LOU OR RAY TO UNCOVERED GUARD (3-4 SINK EQUALS ODD 4-3). VS 3-4 CALL LOU OR RAY TO P.G.

WHEN MAX IS CALLED DO NOT RELEASE ON A ROUTE.

OFG BLOCK DEF. TACKLE. VS ODD 4-3 LOU OR RAY CALL. VS 3-4 BLOCK WILL CHECK BLOCK OF HB

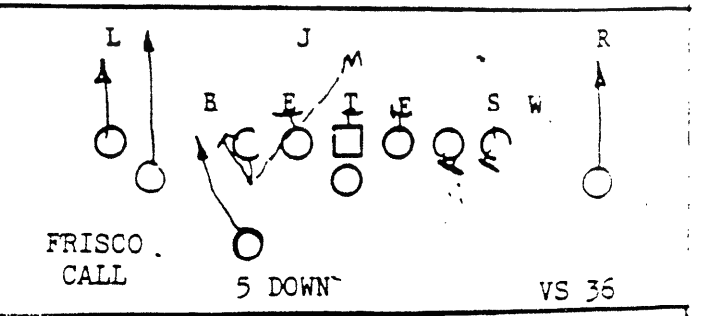
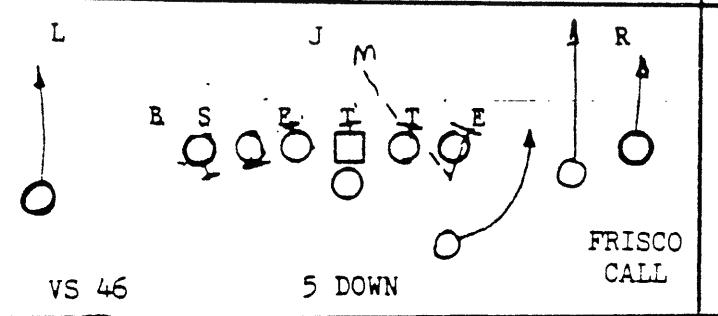
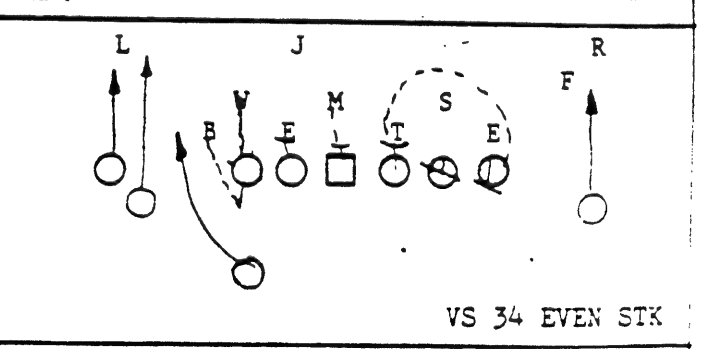
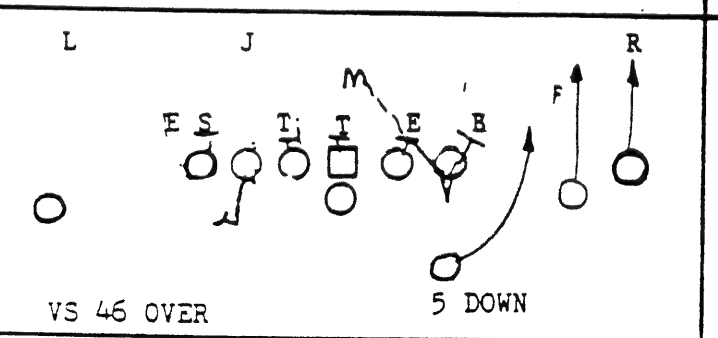
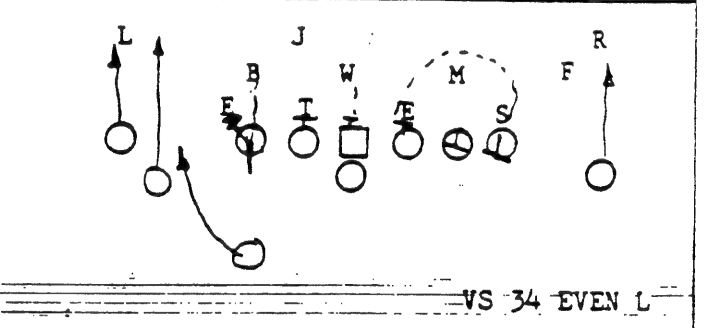
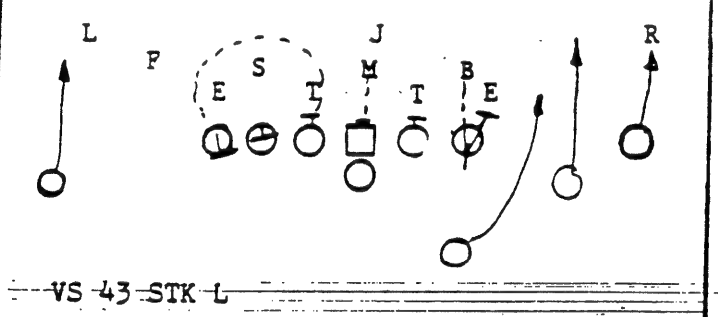
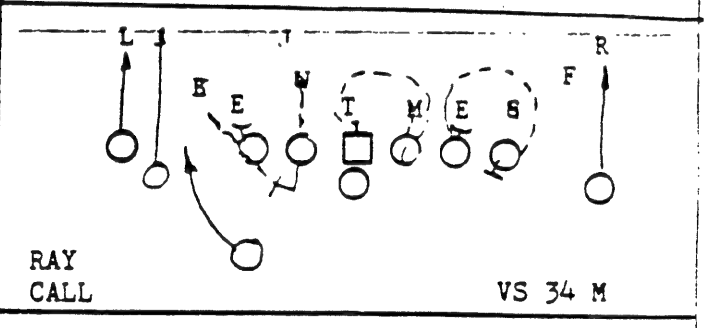
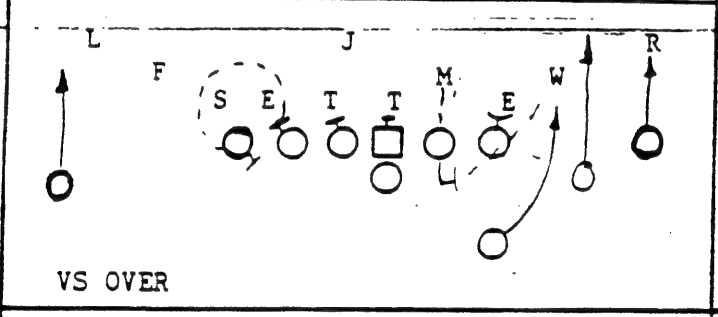
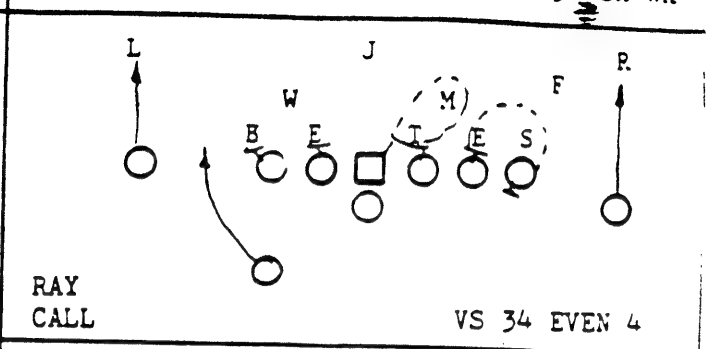
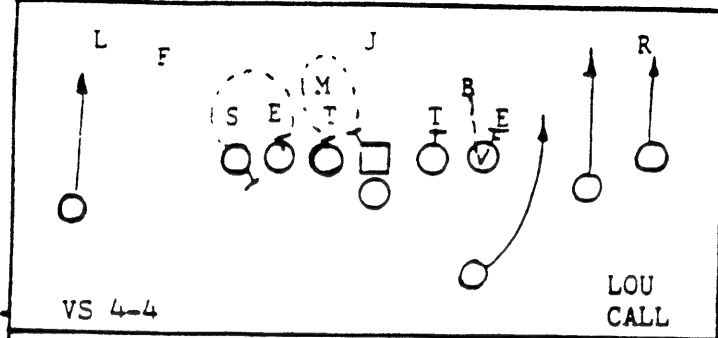
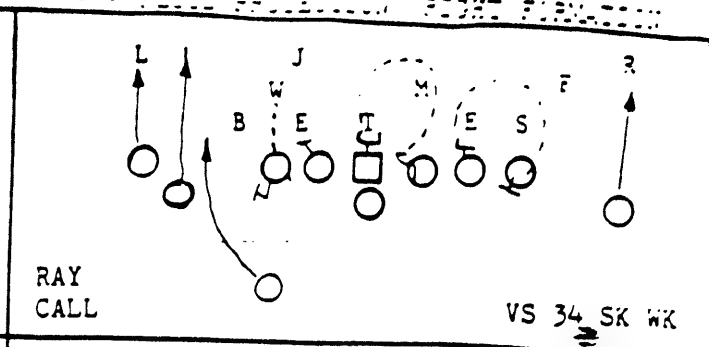
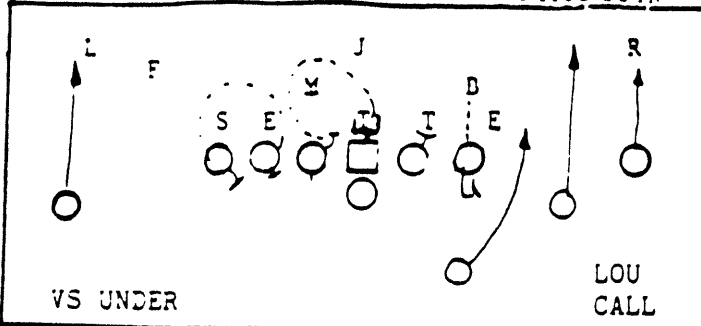
NOTE=QB IS ON A 5-STEP DROP.

BLOCK DEF END. VS SINK IN A 3-4

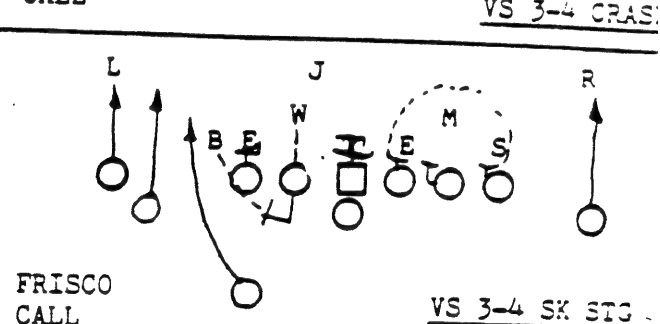
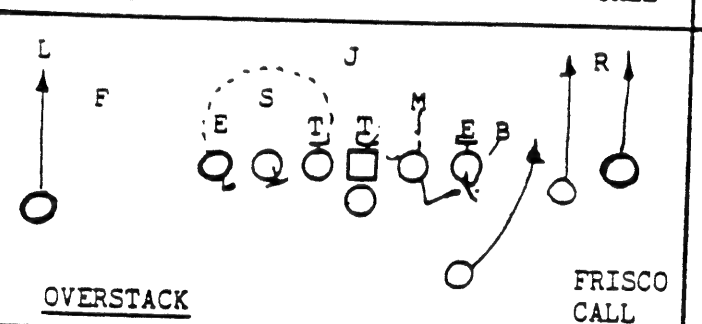
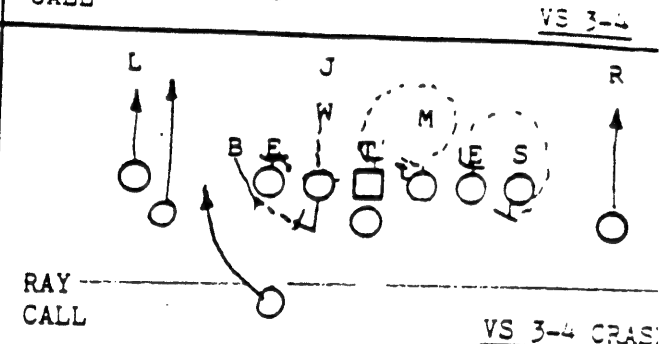
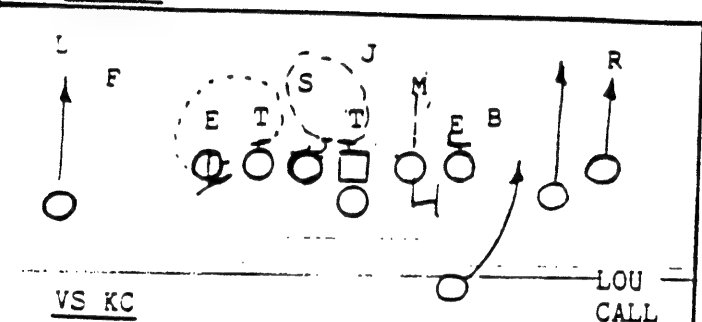
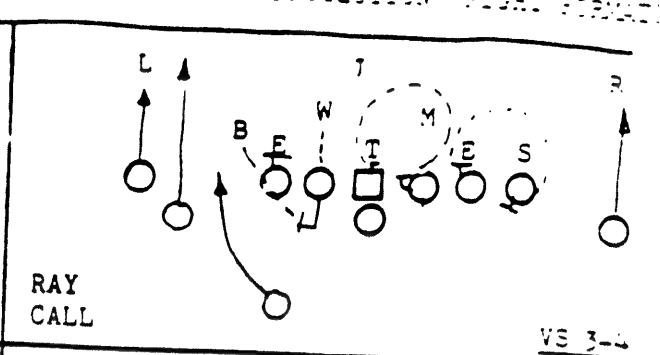
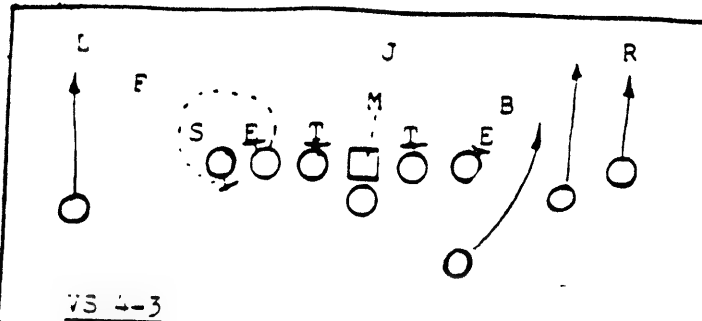
BLOCKING VARIATIONS

PLAY FLOOD PROTECTION LEFT FORMATION

PLAY FLOOD PROTECTION RIGHT FORMATION



PLAY FLOOD PROTECTION (LEFT FORMATION) PLAY FLOOD PROTECTION (RIGHT FORMATION)



PWR PATTERN

QB

~~OWR PATTERN~~

~~BC FREE RELEASE~~

Y

AREA PROTECT WITH TACKLE (SLOW CALL TO TACKLE)
(C-P 4-6, 3-6, OVER SINK WK. DEFENSES GAME PLAN)

PT

AREA PROTECT WITH TE VS SINKS AND STACKS AREA PROTECT WITH G AND TE
(C.P. 4-6, 3-6 AND OVER SINK WK DEFENSES-GAME PLAN).

PG

BLOCK MAN ON VS 3-4 LOOK FIRM PROTECTION.

RB

FREE RELEASE

C

LOU OR RAY CALLS TO SIDE OF TE ONLY

OFG

MAN ON DBL READ

OFT

MAN ON DBL READ

BLOCKING VARIATIONS

SERIES & PROTECTION FLOOD PATTERN 4 SWING CONTROL H-SHOOT-JUNE
QUARTERBACK

PROGRESSION HB TO X TO FB

REC. ADJs VS CLEO X _____ Y _____ Z _____ ADJ VS COV.2

PROTECTION	N.S.P.U.	ROUTE	SHOOT
------------	----------	-------	-------

FULLBACK - F

PROTECTION S.P.U. BUCK ROUTE JUKE RELEASE OUTSIDE

C.P.s: 1. CHECK BUCK
2. RUN JUKE ROUTE
3. LINE-UP IN TEEN POSITION

X

SPLIT MINIMUM ROUTE 4 RELEASE VARIABLE ADJ Vs CLEO NONE

C.P.s: 1. RUN 4 ROUTE AT 15 YARDS
2. VS PRESS - CONVERT TO RUN AWAY 4 AT 10 YARDS

SPLIT NORMAL ROUTE CHECK RELEASE CHECK ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

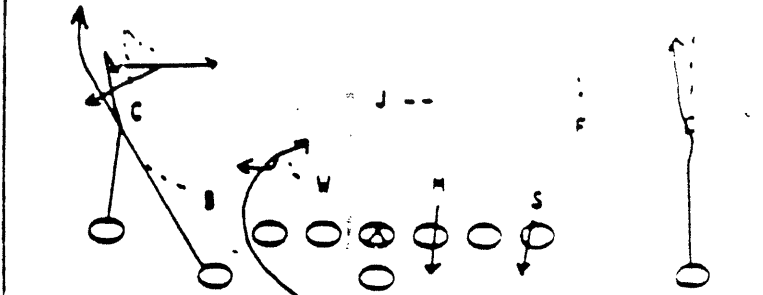
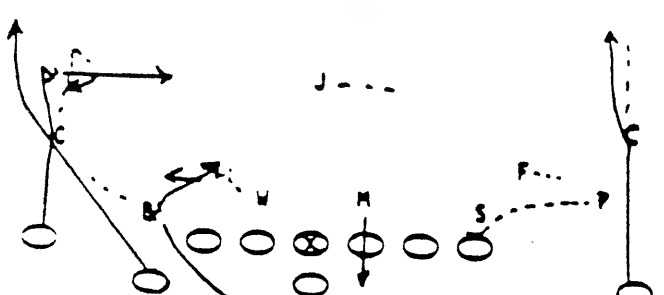
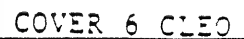
C.P.s: 1. CHECK STUB
2. NO DOG, CHECK THROUGH REPLACING MAC

2

SPLIT NORMAL ROUTE 8 RELEASE VARIABLE ADJ Vs CLEO NONE

C.P.s:

FORMATION DOUBLE RIGHT



COACHING POINTS

SERIES & PROTECTION FLOOD PATTERN 022 SWING CONTROL F-ARROW/SLA

(RUB WEAK)

QUARTERBACK

P S 1. _____ READ FLAT COVERAGE DROP 3 STEP

PROGRESSION F TO X

- C.P.'s
1. 3 STEP DROP - PLANT & THROW INTO BODY OF RECEIVER
 2. VS PRESS ON X - Z RUBS FOR F HIT NOW
 3. VS ZONE Z OCCUPIES MAC - READ FLAT COVERAGE

REC. ADJs VS CLEO X _____ Y _____ Z _____ Y's ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION FLOOD ROUTE 9 OR 2

1. RUB AWAY FROM YOU RUN 9 ROUTE
2. MAY GAME PLAN 2 ROUTE

FULLBACK - F

PROTECTION FLOOD ROUTE ARROW RELEASE _____

- C.P.'s:
1. MAN-LOOK FOR BALL NOW
 2. MAC/STUB BLITZ - LOOK FOR BALL NOW
 3. ZONE - GAIN 2/3 YDS ON ARROW

X

SPLIT NORMAL ROUTE FIRM 2 RELEASE _____ ADJ Vs CLEO NONE

- C.P.'s:
1. ~~5 STEP 2 RT~~
 2. PRESS INSIDE - GO OVER TOP TO TURN HIS BACK
 3. CLEO - RELEASE INSIDE - RUN FIRM 2

Y

SPLIT _____ ROUTE NONE RELEASE NONE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: _____

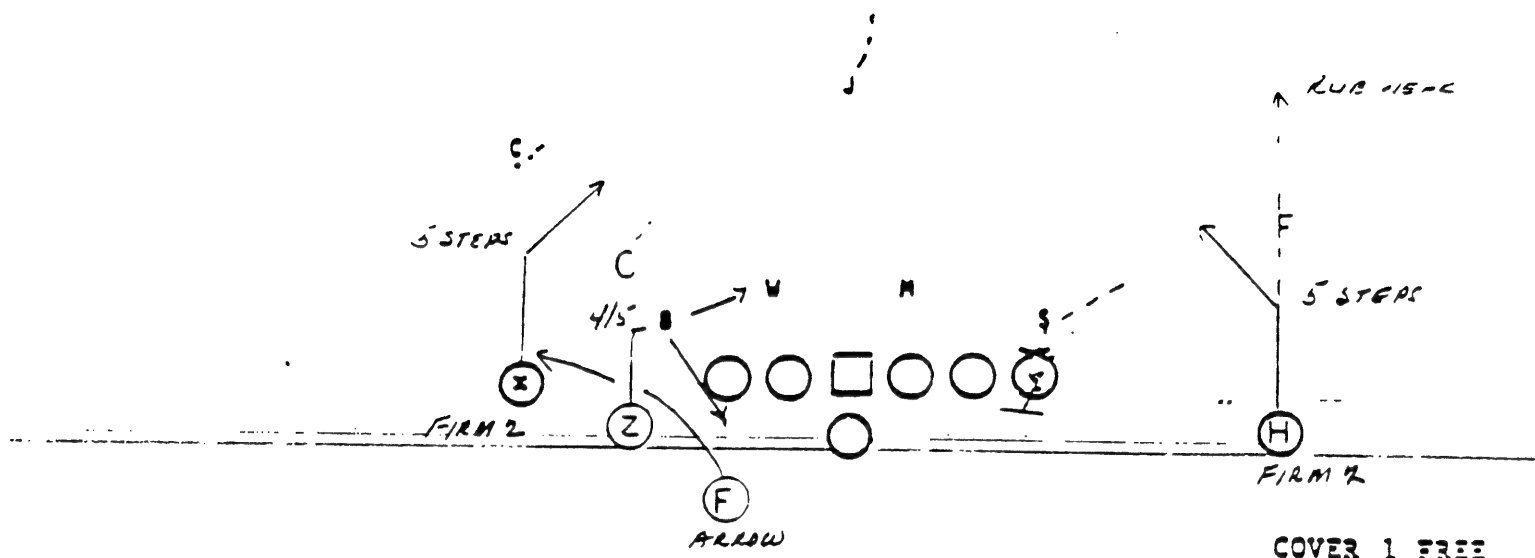
- C.P.'s
1. BLOCK FLOOD PROTECTION RULES

Z

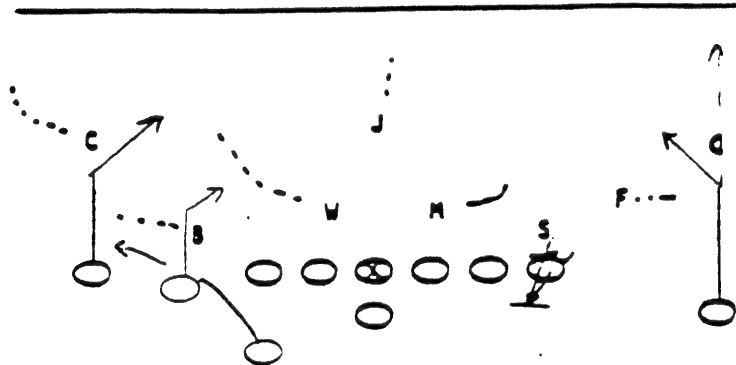
SPLIT NORMAL ROUTE QUICK 2 RELEASE INSIDE ADJ Vs CLEO NONE

1. ZONE - QUICK 2 - OCCUPY MAC
2. PRESS - (Z OR X) RUB 1st INSIDE COVERAGE MAN
3. MAC/STUB BLITZ - LOOK NOW

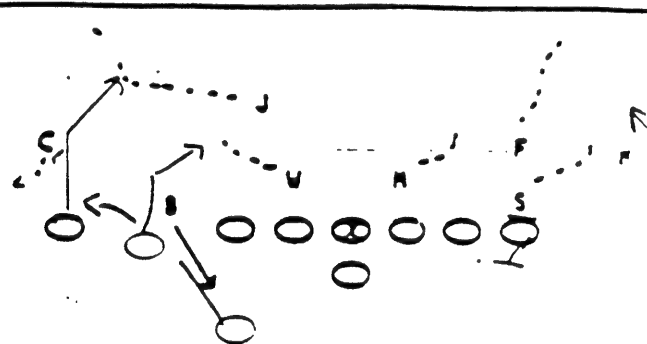
SERIES & PROTECTION FLOOD PATTERN 022 SWING CONTROL F-ARROW SLANT
 AUDIBLE FLOOD RUB WEAK
 FORMATION FAR



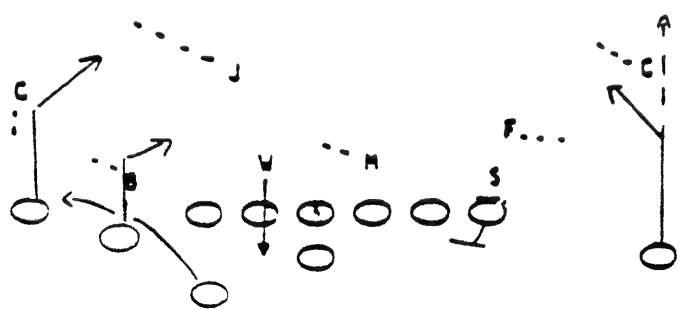
COVER 1 FREE



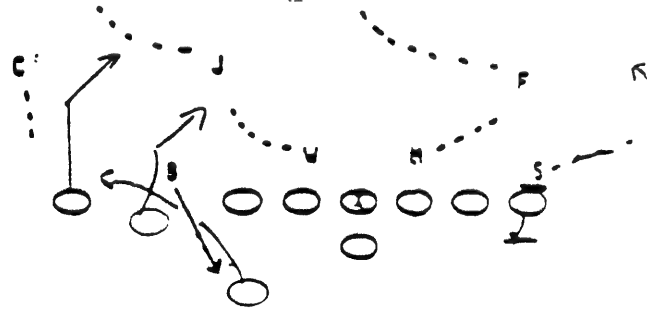
COVER 4



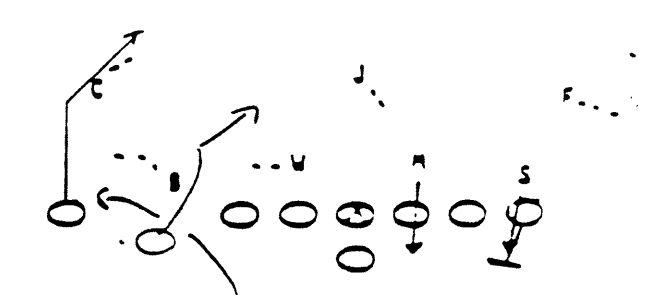
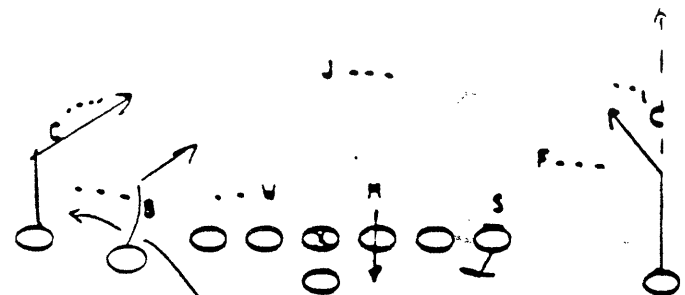
COVER



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION FLOOD PATTERN 202 SWING CONTROL H SLANT ARR
(RUB WEAK)
QUARTERBACK

P S L. READ FLAT COVERAGE DROP 3 STEP

PROGRESSION

- C.P.'s: 1. 3 STEP DROP - PLANT & THROW INTO BODY OF RECEIVER
2. VS PRESS ON X - Z RUBS FOR F HIT NOW
3. VS ZONE 2 OCCUPIES MAC - READ FLAT COVERAGE

REC. ADJs VS CLEO X Y Z Y's ADJ VS COV. 2

HALFBACK - H

PROTECTION FLOOD ROUTE SLANT IN

1. ZONE - QUICK 2 - OCCUPY MAC
2. PRESS - (Z OR X) RUB 1st INSIDE COVERAGE MAN
3. MAC/STUB BLITZ - LOOK NOW

FULLBACK - F

PROTECTION FLOOD ROUTE ARROW RELEASE

- C.P.'s: 1. MAN-LOOK FOR BALL NOW
2. MAC/STUB BLITZ - LOOK FOR BALL NOW
3. ZONE - GAIN 2/3 YDS ON ARROW

X

SPLIT NORMAL ROUTE FIRM 2 RELEASE ADJ Vs CLEO NONE

- C.P.'s: 1. 5 STEP 2 RT
2. PRESS INSIDE - GO OVER TOP TO TURN HIS BACK
3. CLEO - RELEASE INSIDE - RUN FIRM 2

Y

SPLIT ROUTE NONE RELEASE NONE ADJ Vs CLEO NONE

ADJ. VS. COV. 2:

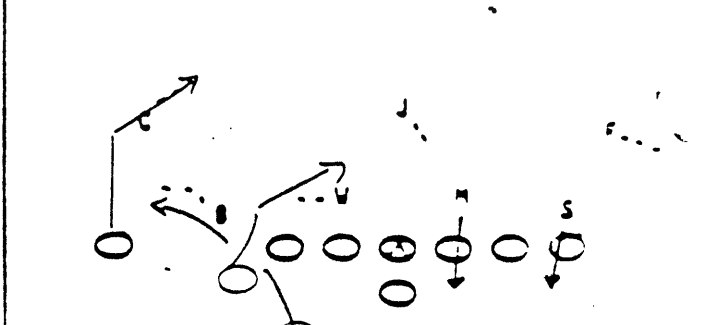
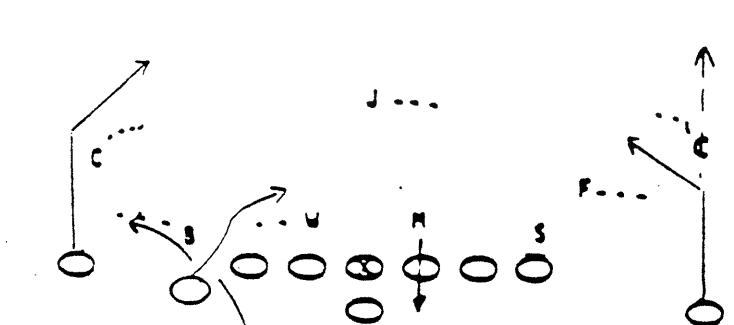
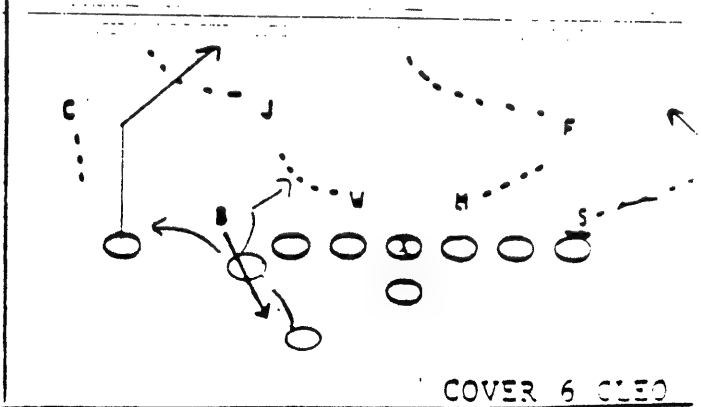
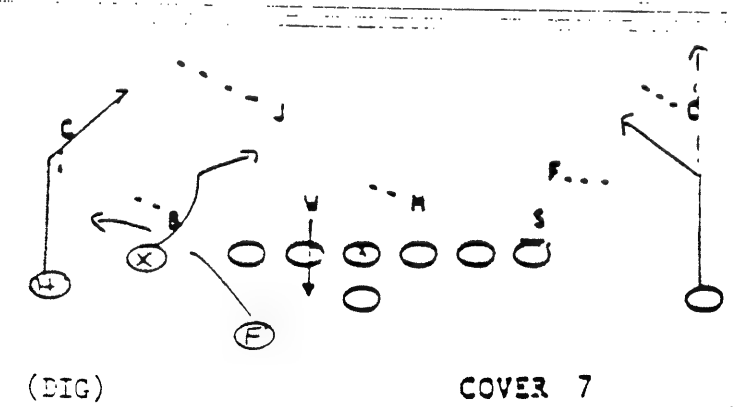
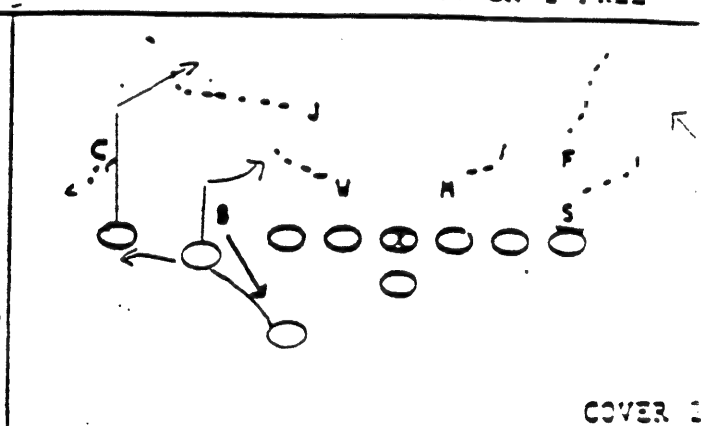
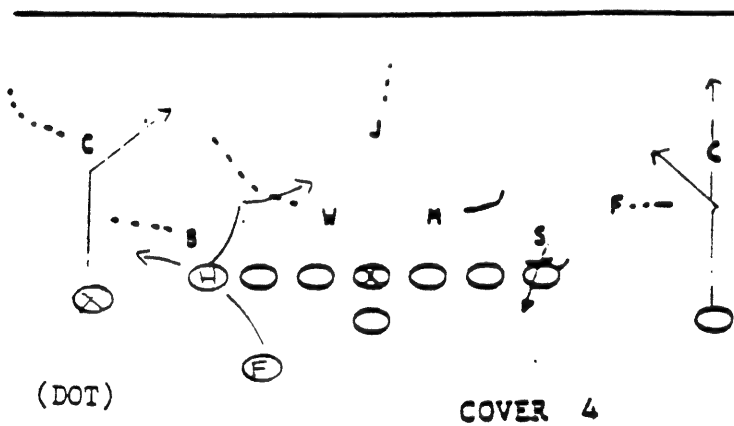
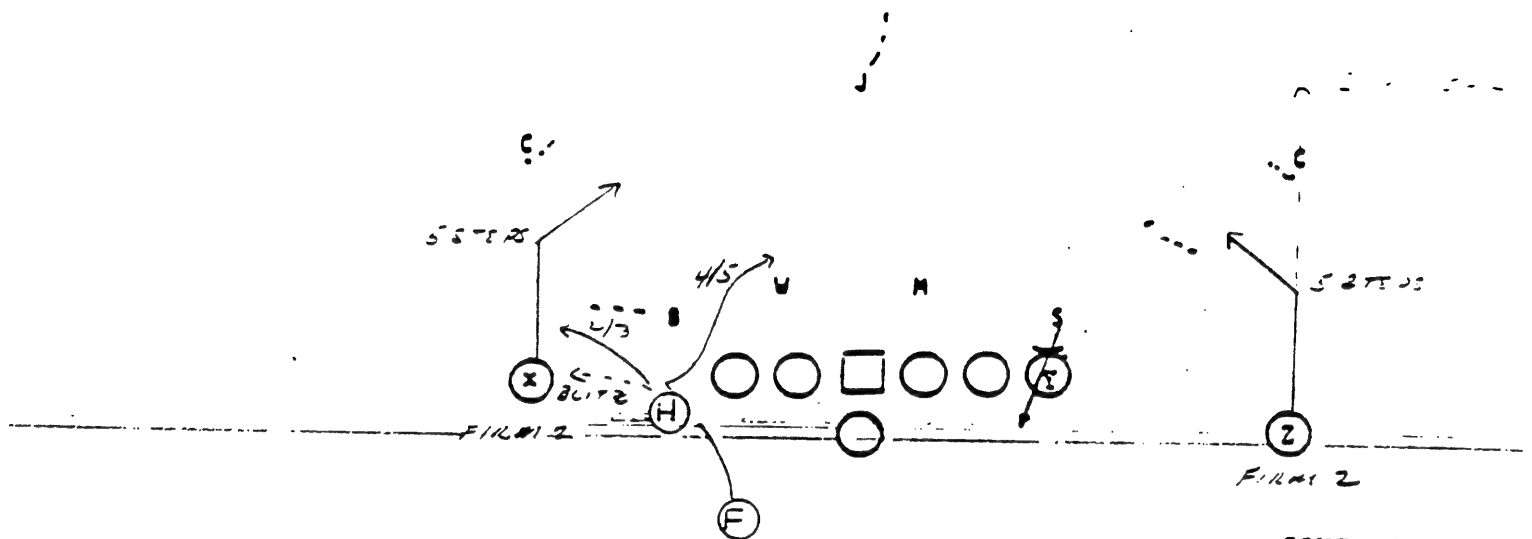
- C.P.'s: 1. BLOCK FLOOD PROTECTION RULES

Z

SPLIT NORMAL ROUTE 9 or 2 RELEASE OUTSIDE ADJ Vs CLEO FADE

1. RUB AWAY FROM YOU RUN 9 ROUTE
2. MAY GAME PLAN 2 ROUTE

SERIES 6 PROTECTION FLOOD PATTERN 202 SWING CONTROL H SLANT ARROW
 AUDIBLE FLOOD RUB WEAK (RUB WEAK)
 FORMATION DOUBLE OR DOT



COACHING POINTS

SERIES & PROTECTION SPRINT CUES PATTERN 64 Y-BASE SWING CONTROL F-UP

QUARTERBACK

P.S. 1. _____ READ _____ SAFETY _____ DROP _____ SPRINT _____

PROGRESSION Z TO Y

C.P.'s: 1. USED VS MAN OR ZONE - SS COVERAGE ON Y OR ZONE THE FLAT

REC. ADJs VS CLEO X FADE Y NONE Z NONE Y's ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION SPRINT CUES ROUTE _____

FULLBACK - F

PROTECTION _____ ROUTE UP RELEASE FREE RELEA

C.P.'s: 1. ALIGN 3 YARD O.S. EMLOS - OUTSIDE RELEASE TO UP -
CHOKE DOWN IF BIG HOLE IN SEAM

X

SPLIT # +1 ROUTE FIRM 8 RELEASE _____ ADJ Vs CLEO _____

~~C.P.'s: 1. RUN LIKE AUD. 64~~

Y

SPLIT 1/2 F/Z ROUTE BASE RELEASE O.S. ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

C.P.'s: 1. STEP UP 2 STEPS - THEN RUN BASE

Z

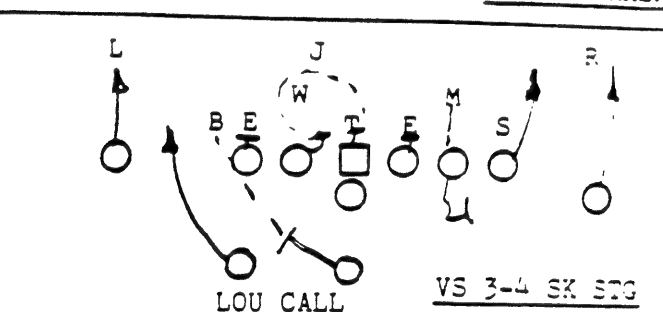
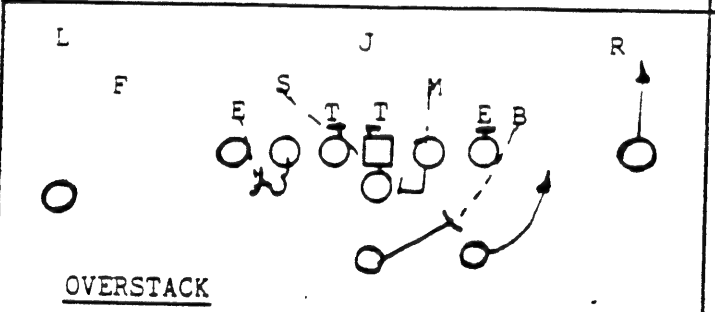
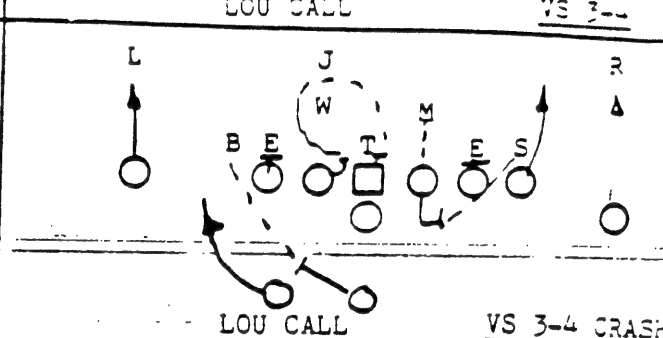
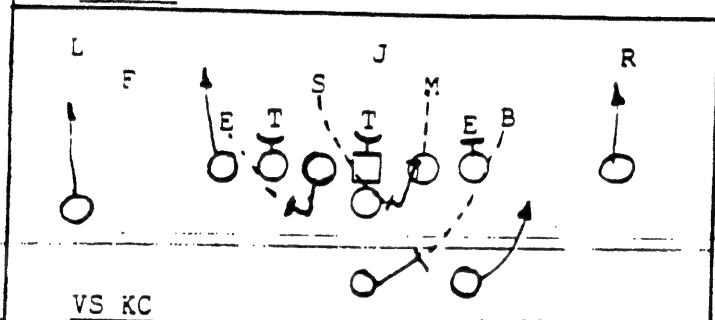
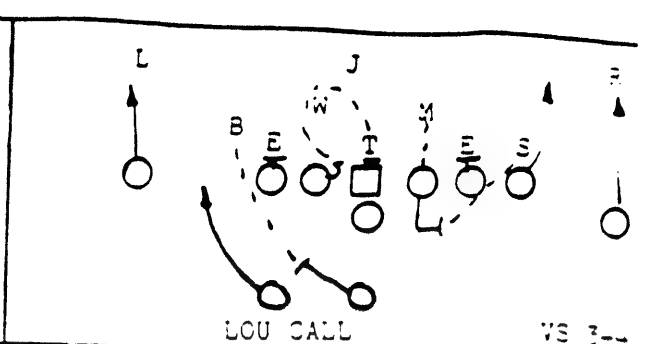
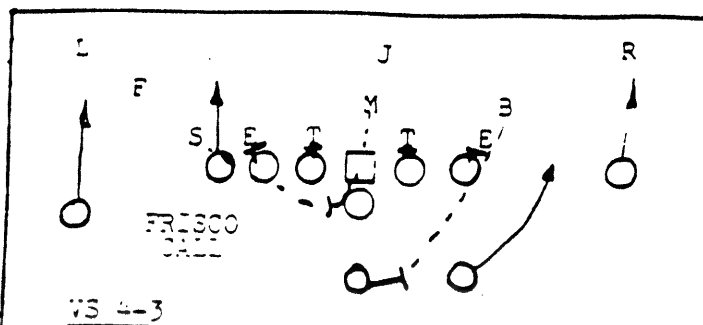
SPLIT O.S. #'s ROUTE FIRM 4 RELEASE _____ ADJ Vs CLEO NONE

C.P.'s: 1. 12 YARD 4 ROUTE - COMEBACK TO QB
2. VS COVER 1 & 2 STAY WITH ROUTE
3. VS PRESS - RUN AWAY INSIDE 4 - STICK O.S. BREAK 8/10 YDS.

GEE PROTECTION

THE GEE SERIES IS A PROTECTION CALL TO A TIGHT END POSITION. IT ALLOWS US TO GET OUR BACK INTO THE PATTERN IMMEDIATELY WITHOUT HAVING SWING PICK-UP. THE UNCOVERED LINEMAN TO THE CALLED SIDE HAS DOUBLE PICK-UP ON MAC OR STUB. THE REMAINING BACK HAS NORMAL SWING PICK-UP.

OTHER SERIES CALLS CAN BE COMBINED AS A SECONDARY CALL WITH THE GEE SERIES.



PWR PATTERN

QB

OWR PATTERN

BC HB: OR REMOVED BACK - YOU HAVE
FREE RELEASE N.S.P.U. RUN ROUTE
CALLED

Y PATTERN

PT COVERED - BLOCK MAN ON-UNCOVERED
DBL READ BLITZER TO OUTSIDE
RUSHER,

PG COVERED-BLOCK MAN ON. UNCOVERED
DBL READ BLITZER TO OUTSIDE
BACKER,

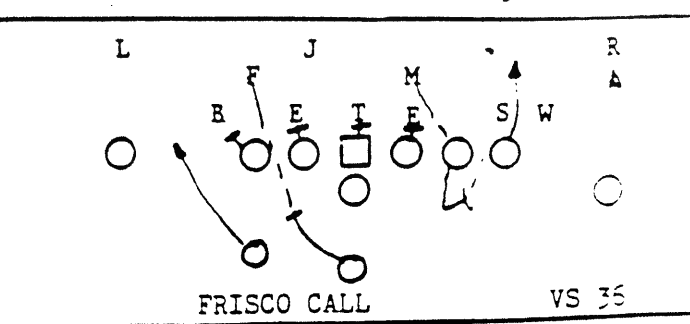
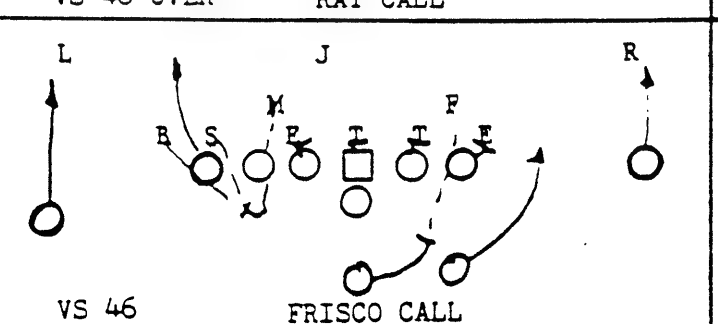
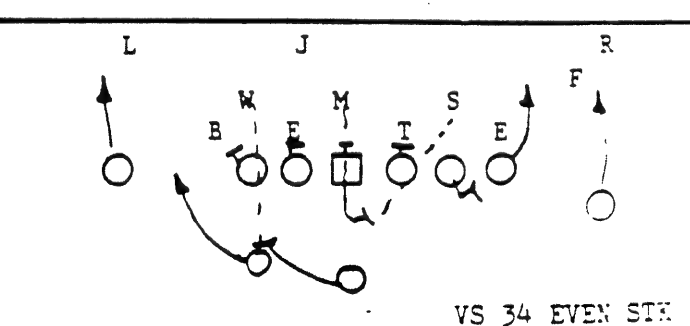
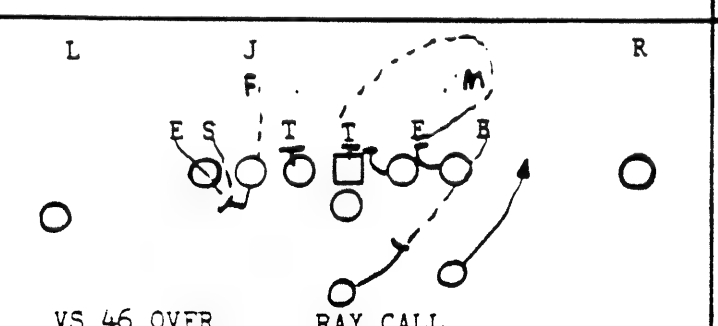
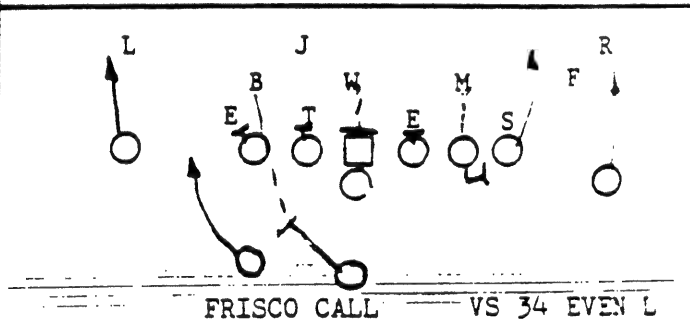
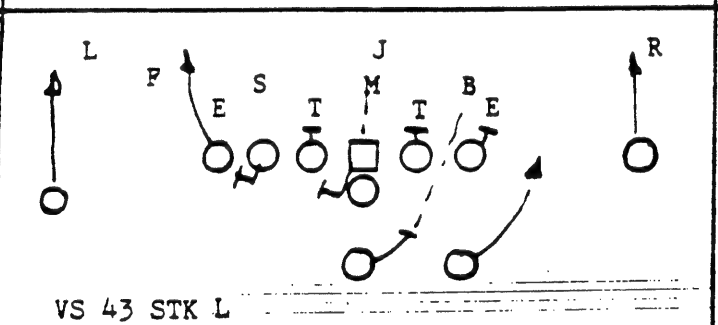
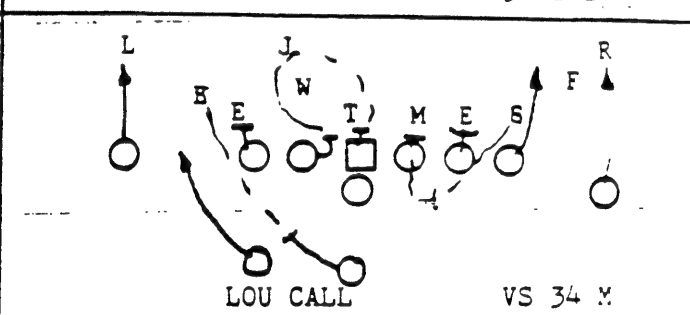
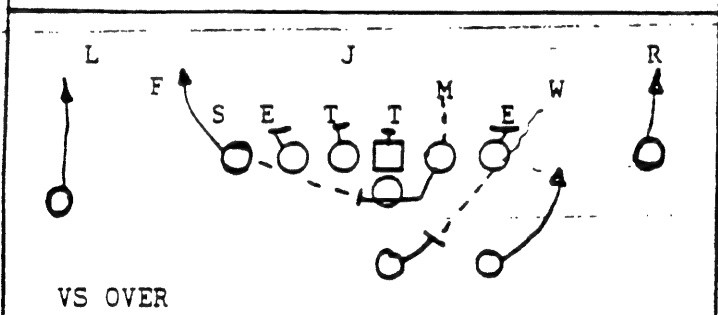
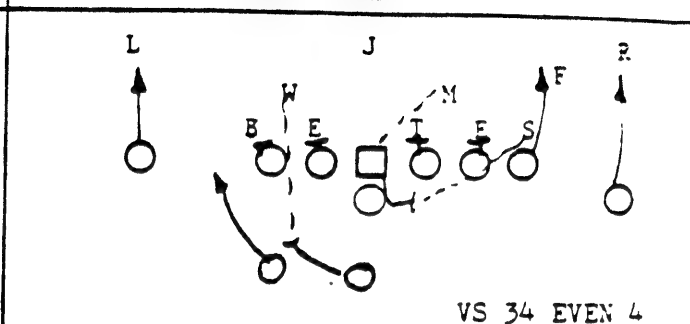
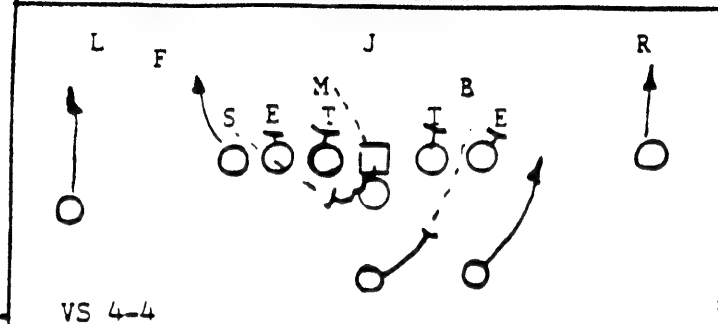
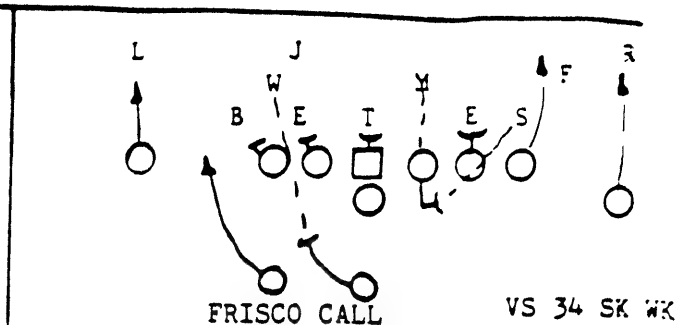
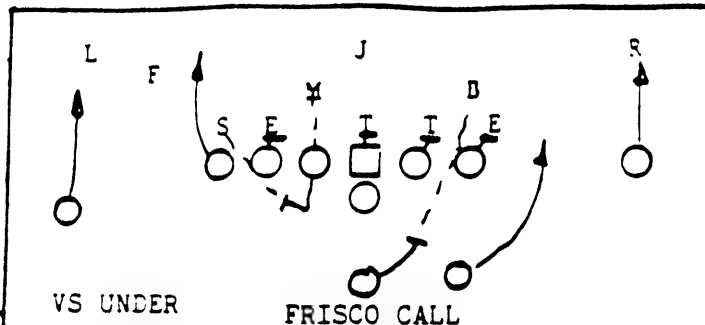
C COVERED - BLOCK MAN ON. UNCOVERED
BLOCK MAC TO STUB
C.P. LOU OR RAY CALL.

OFG COVERED-BLOCK MAN ON. UNCOVERED
BLOCK MAC TO STUB
C.P. LOU OR RAY CALL

OFT COVERED - BLOCK MAN ON. UNCOVERED
IF 3-4 BLOCK FAN. IF 4-3 BLOCK

RB FB OR REMAINING BACK - YOU HAVE
S.P.U. AWAY FROM TIGHT END BUCK
TO JILL. N/T RUN PATTERN.
ALERT POSSIBLE WAR CALL.

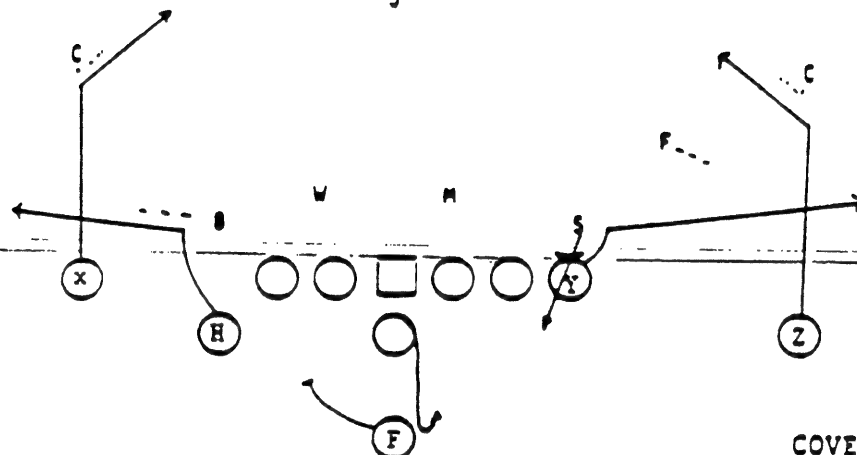
BLOCKING VARIATIONS - DALLAS CALL IS
MADE BY OFF GUARD OR CENTER TO TELL PG



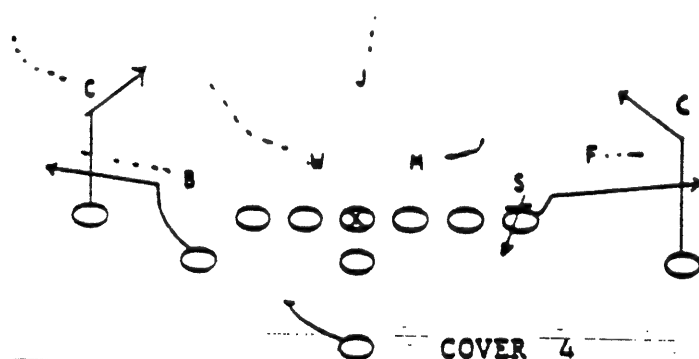
SERIES & PROTECTION DEE QUICK PATTERN 212 SWING CONTROL H-ARROW UP

ALDIBLE 72

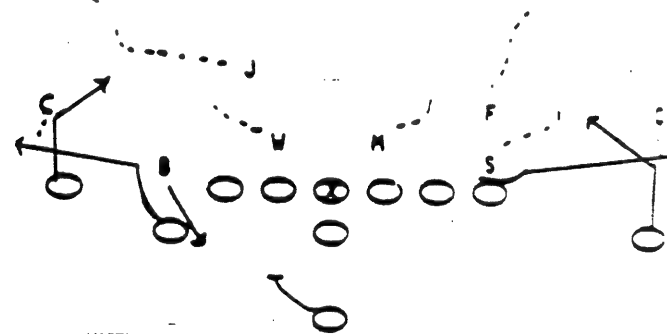
FORMATION DIG RIGHT JET



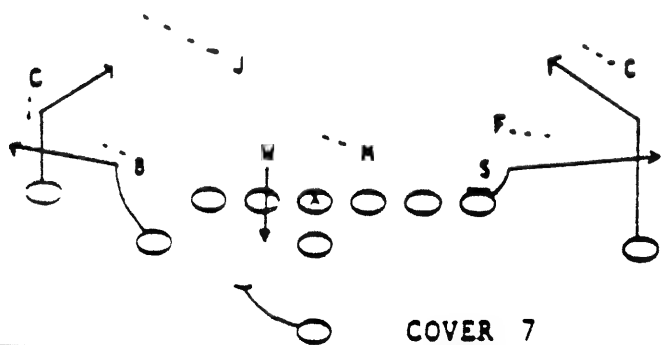
COVER 1 FREE



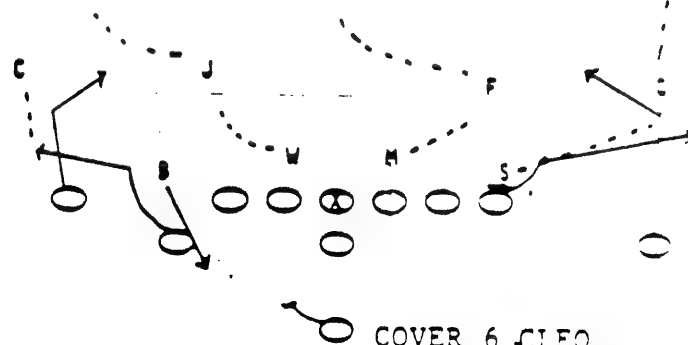
COVER 4



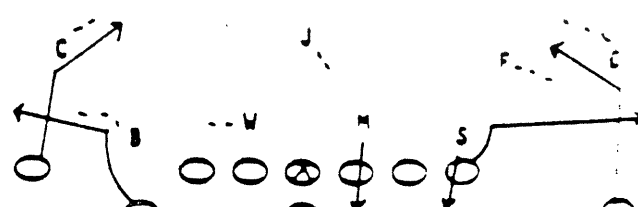
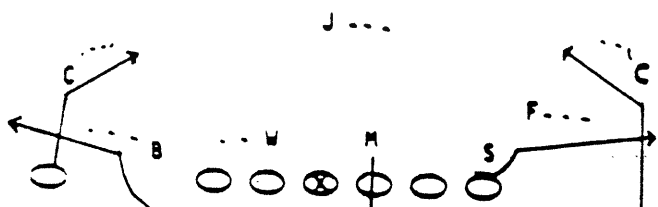
COVER 2



COVER 7



COVER 6 CLEO



COACHING POINTS

SERIES & PROTECTION SEE QUICK PATTERN 212 SWING CONTROL H-ARROW UP

QUARTERBACK

P.S.L. _____ READ JILL DROP 3 STEP

PROGRESSION Z TO Y, X TO H

- C.P.s:
1. 3 STEP DROP. PLANT & THROW INTO BODY OF RECEIVER
 2. CONCENTRATION STRONG SIDE WITH STUB COMING ON 4 COVERAGE
 3. CORNER HANGING ALERT FOR Y OR H
 4. GAME PLAN ON 2 COVERAGE

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2 _____

HALFBACK - H

PROTECTION N.S.P.U. ROUTE ARROW

- ~~C.P.s:~~
- ~~1. IT IS BETTER TO BE TOO SHALLOW THAN TOO DEEP ON AN ARROW WITH A 2 ROUTE~~
 2. WHEN YOU GET CLOSE TO THE SIDELINE, SETTLE DOWN AND FACE QB.

FULLBACK - F

PROTECTION S.P.U. BUCK QUICK ROUTE CIRCLE RELEASE OUTSIDE

- C.P.s:
1. ATTACK BUCK AND GET HIS HANDS DOWN
 2. IF BUCK DROPS WIDEN AREA AND RUN CIRCLE ROUTE

X

SPLIT MAX ROUTE 2 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s:
1. QUICK 2 B.P. IS APPROXIMATELY 6 YARDS. BREAK ON 3rd STEP.
 2. ATTACK INSIDE AT 45° ANGLE
 3. QB WILL PULL YOU INTO HOLE
 4. MUST GET INSIDE VS PRESS

Y

SPLIT NORMAL ROUTE 1 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s:
1. MAKE A SLIGHT UPFIELD MOVE AND BREAK OUT AT AN ANGLE
 2. WIDEN AREA AS QUICKLY AS POSSIBLE - MUST BE ALERT FOR BALL
 3. WHEN YOU GET CLOSE TO SIDELINE, SETTLE DOWN AND FACE QB

Z

SPLIT MAX ROUTE 2 RELEASE STRAIGHT ADJ Vs CLEO NONE

- C.P.s:
1. PUSH DEFENDER AND BREAK ON 3rd STEP
 2. BREAK AT 45° ANGLE - BE ALERT FOR FRANK - ATTACK INSIDE.

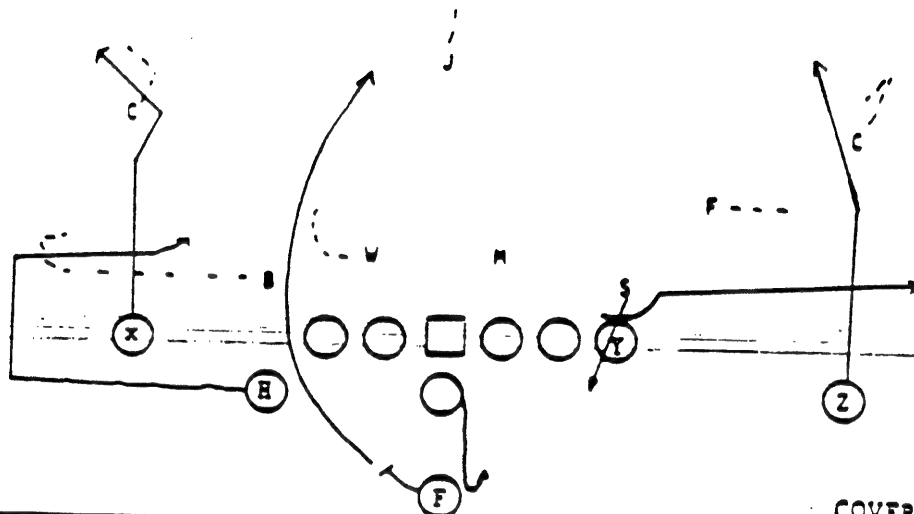
SERIES 3 PROTECTION GEE

PATTERN 718

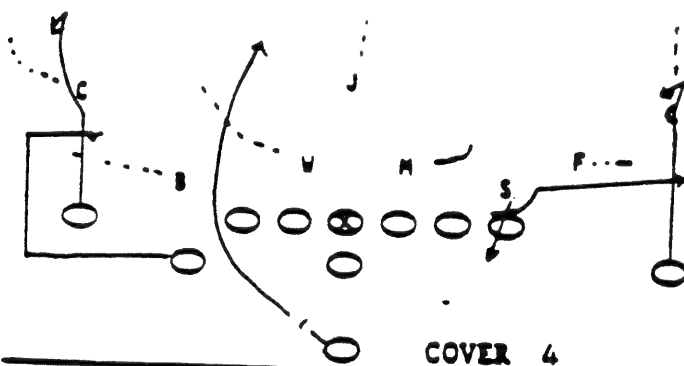
SWING CONTROL H DELAY UP

AUDIBLE 77

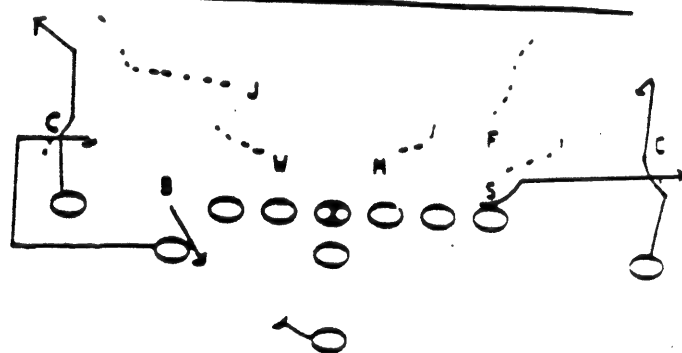
FORMATION DIG RIGHT (JET)



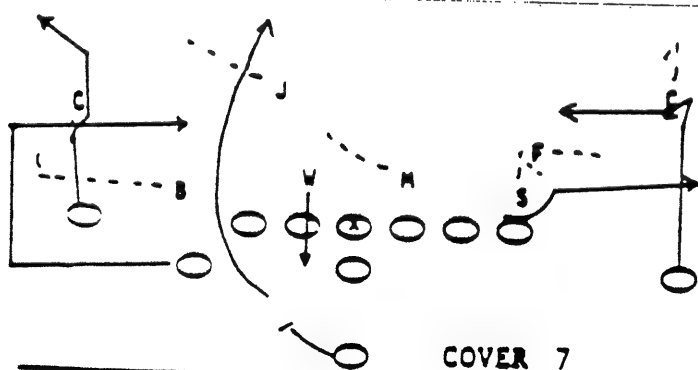
COVER 1 FREE



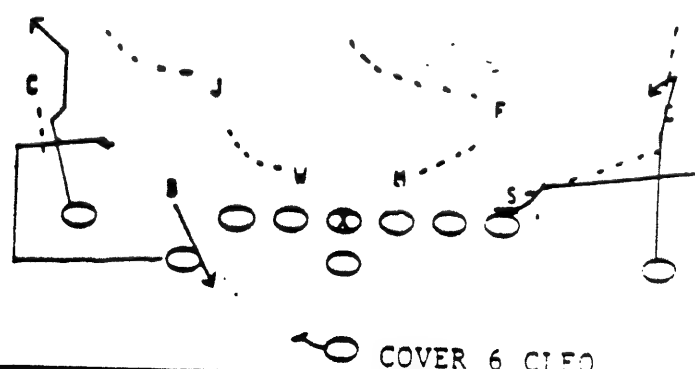
COVER 4



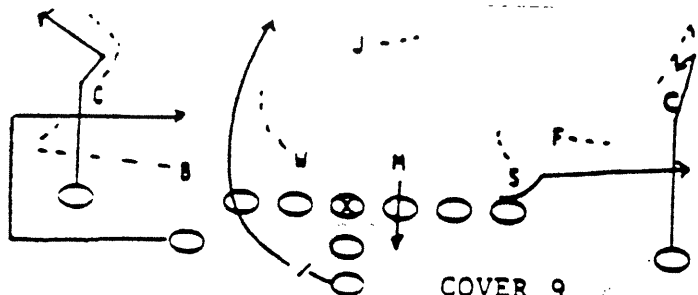
COVER 2



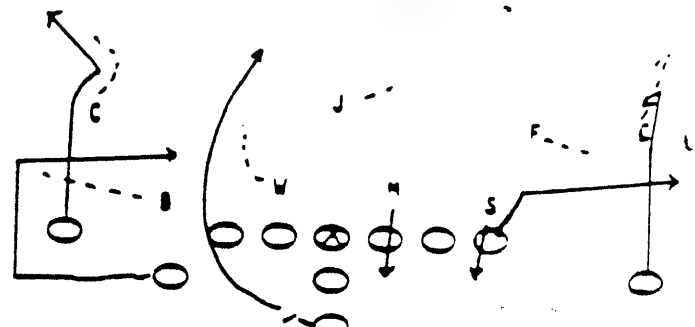
COVER 7



COVER 6 CLEO



COVER 9



COACHING POINTS

SERIES & PROTECTION SEE PATTERN 718 SWING CONTROL H DELAY UP
QUARTERBACK

P.S.L. _____ READ JILL DROP 7 STEP

PROGRESSION X TO H TO FB

- C.P.s: 1. SAME AS FLOOD 7, BUT NOW THINKING STRONGSIDE ON COVER 6 OR 7
2. ALERT FOR S.A. TO Y

REC. ADJs VS CLEO X Y Z ADJ VS COV. 2

HALFBACK - H

PROTECTION N.S.P.U. ROUTE DELAY

- C.P.s: 1. IF CORNER MOVES OUT RUN DELAY OFF CORNER 6 TO 8 YARDS.
2. IF LB MOVES OUT RUN DELAY AT 5 TO 6 YARDS
3. NOTE - THE JUKE IS ALWAYS A POSSIBILITY OF THE DELAY

FULLBACK - F

PROTECTION S.P.U. ROUTE UP RELEASE OUTSIDE

- C.P.s: 1. CHECK BUCK ON THE MOVE
2. RUN UP ROUTE
3. TRY TO TURN UNDERNEATH COVERAGE AWAY FROM DELAY

X

SPLIT MINIMUM ROUTE 7 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. KEY CORNER AND JILL FOR COVERAGE
2. USE REGULAR 7 ROUTE CONVERSION TO 18 YARD 5 ROUTE VS OUTSIDE LEVERAGE DEEP 1/3 CORNER.
3. VS COVER 2 - MUST BEAT 1/2 SAFETY BY VERTICAL PUSH BEFORE BREAKING OUTSIDE.

Y

SPLIT NORMAL ROUTE 1 RELEASE OUTSIDE ADJ Vs CLEO NONE

ADJ. VS. COV. 2: NONE

- C.P.s: 1. MAKE A SLIGHT UPFIELD MOVE AND BREAK OUT AT AN ANGLE
2. WIDEN AREA AS QUICKLY AS POSSIBLE - MUST BE ALERT FOR BALL
3. WHEN YOU GET CLOSE TO SIDELINE, SETTLE DOWN AND FACE QB

Z

SPLIT NORMAL ROUTE 4 RELEASE VARIABLE ADJ Vs CLEO NONE

- C.P.s: 1. RUN 4 ROUTE AT 15 YARDS
2. VS PRESS CONVERT TO RUN AWAY 4 AT 10 YARDS

balance. The toes should be straight ahead, or slightly toed out.

The knees should be flexed, directed straight ahead, and over the forward part of your foot to insure maximum takeoff.

Hips should not be cocked but straight ahead and directly over the upfield foot. Hips should also be flexed to allow for correct upper body lean. Shoulders should be relaxed, slightly rounded, squared to the L.O.S., and just forward the hip area.

Arms and hands should be directly under the shoulders with a slight bend at the elbows. Hands should be in front and slightly to the side and away from your thigh area.

Head is carried in a relaxed, upward position, and with your eyes upfield at all times.

EXECUTING PROPER ROUTES

There are four distinct phases within each pass route;
Release - Approach - Stick - Breaking Point.

Release - Is the first component of a route since it is executed from the L.O.S. The direction taken from the L.O.S. can be either inside, outside or straight ahead. In most cases, you will be required to release in a specified direction based upon the route called and by the nature of your position.

Basics - Explode off the L.O.S.; no wasted steps or movement. Gain the advantage by getting into the secondary as quickly as possible. Get your eyes up the field for defensive recognition. Never be late coming off the L.O.S., unless specified.

TYPE OF RELEASES

Power Inside or Outside Release is executed by driving the far arm and leg across your body in to the desired direction. Ideally, you want to bring the arm and leg through to a position equal to that of the far hip of the defender. As you begin the cross-over move, pivot your opposite foot slightly to insure maximum push upfield. Once you reach the desired hip position on the defender, the far shoulder must be lower than that of the defenders so you are able to rip the shoulder and arm through the defender. This will enable you to place your hip even or slightly past that of the defender. The next step, with your pivot foot, must be directly upfield to clear the defender.

Swim Inside or Outside Release is initiated by taking a controlled step, with the foot nearest the desired direction, upfield to a point outside the defenders near shoulder. At approximately the same time, you will reach with the near hand and grab the defenders near elbow. As you start your second step, across your body, you will push and pull on that elbow and bring the opposite arm over and across the defenders head as quickly as possible. Once the arm clears the helmet, bring the elbow down hard to rake his hands from your body. This will also allow you to step upfield and get your hip past the defender's without losing ground.

Slam and Go Release is basically initiated by a controlled drive block into the defender. You will step into the defender a little higher, but with adequate body lean so you are not knocked off balance, and create some running room. Once you have neutrolized the defender you will then immediately work a Swim or Power Release.

Jab Inside or Outside Release is executed by taking a short jab step with the foot opposite the desired direction, accompanied by a head fake. You will then plant on that foot and execute a Power or Swim Release as quickly as possible in the opposite direction.

Slam and Spin Release is basically initiated by a controlled drive block into the defender, starting with the foot opposite the spin or release direction. Once you plant on your second step, you will whip the head and far arm and shoulder quickly over this foot driving the elbow into the desired release position on the defender. Once the elbow contacts the defender, work the third step upfield to clear him.

APPROACH

Is a term used to describe a receivers move (one he has released from the L.O.S. to a relative or prescribed depth, in order to either gain a desired position and/or direction in relationship to a defender or to a specified area on the field.

Examples: On an 8 route your approach should be directed at the outside hip of the strong safety for coverage recognition. On a 2 Delay route, your approach will be to a spot approximately 5 yards wide and 8 yards deep. When running individual route, VS a DB, we will talk in regards to three basic approach positions: Head Up - Inside - Outside. The method(s) you achieve this position may vary from route to route, but you can use one of the following techniques which will be discussed in the next phase: Weave, Change of Pace or Burst.

STICK

In essence this part of the route is the final phase of the Approach component. The primary objective of the Stick is to push, freeze or influence the defender just prior to reaching your breaking point. Some of the more commonly recognized techniques used in this phase are:

Weave - is a slight angle change of direction (double charge) to create separation or force the defender to turn his shoulders.

Change of Pace - is a slight reduction of speed giving the defender a false impression that the receiver is slowing down. The idea is to get the defender to relax or slow down.

Phony Acceleration - is a three step move where the receiver gets low by bending his knees. He brings his hands to his armpits using a 1, 2, 3 pumping motion, moving his feet at the same tempo as his hands. This gives the illusion of a hard upfield move.

Burst - is a hard move up the field, after a change of pace move at a slight angle either inside or outside the defender.

BREAKING POINT

Is the final phase of running a route, and it is basically your final cut in the direction of the route called. It is important to come out of your route clean, in the direction you want to go and maintain or increase whatever separation you have created on the defender vs. man. For a TE, in several situations, it will be important to gain body position on your break so your body is between the ball and defender. Some of the more commonly recognized techniques used in this phase are:

Jab - is a definite one step and head fake opposite the direction of your route.

Double Jab - is a fake leading into a breaking point. The first step is toward the desired break direction, the second step is away rolling the head and shoulders to freeze the defender, then accelerate into the route, off the second step.

Plant and Drive - is primarily used off of a burst move where emphasis is placed on the body weight being in a low position and over the plant step which is the foot opposite the direction of your break. Common terms heard are: lower your hips and get your chin and numbers over the plant step. You will now push off your plant and take a control directional step into the route called. Emphasis is placed on getting your hips and shoulders going in the direction you want to go and find the ball.

To properly execute the plant and drive more you should work off a slight angle, never drop your hands, tipping your break to defender, and don't turn your head on the start of your break. This will make your stand upright, not allow you to come off your break clean, and will slow you down.

Speed Break - is a break which should be executed off a slight angle. The break is initiated by bringing the far foot to or across the midline of your body. You will then lean forward and push toward your next step; which is your directional step. Your directional step is one which is slightly less than a 90° angle, which will force you to gain a little ground once you complete the break. On your directional step, you will roll your body weight over this foot without losing any significant speed. Again, get your body in the correct direction, and then find the ball.

ROUTE GUIDELINES

Routes VS Man Coverages: Place fear into the defender with a move to the area he does not have any help in the coverage. If his technique places him to the side you wish to break to, your stick phase may have to be longer in order to turn him, or you may have to place your body in a position where he will have to work through you to make the play. If his technique places him opposite the side of your intended route, force him to run the line getting his near hip upfield.

VS man under coverage - emphasis is on beating the man, at the L.O.S. as quickly as possible, and placing him in a trail technique. At your breaking point, you will make a strong head and shoulder fake opposite the direction of your route.

Whenever possible, create a deep feeling in the defenders mind.

Make your cuts as clean and as sharp as possible and accelerate out of your break to maintain the separation you have gained.

Routes VS Zone Coverages: The emphasis here is to recognize and beat the underneath coverage.

Most of the man techniques will hold for gaining separation, but after the break you must find the open throwing lane in the coverage.

On inside cuts your breaks may not be as sharp as the outside routes, because you may have to work either around or in between two defenders.

Get the body and head around quickly to locate the open area when working inside.

Be ready to adjust to balls thrown to an open area. Be a little more under control. Be ready to work back between defenders to the reception spot.

CATCHING THE BALL

Catching the football is only part of what a receiver must be able to do, but it is the most important part, and it will be treated as such. We believe that catching a football is an acquired skill, as well as an innate one, which can be developed and improved. To help develop one's catching skills, there are some basic principles a receiver should be aware of:

Concentration is your first priority. You must have the ability to locate the ball, and be able to focus upon the flight of the front tip (area) of the ball, and then look it into your hands.

Don't fight the ball. On as many receptions as possible, the arms (elbows) shoulders and hands should be under control and in a comfortable state (relaxed) to cushion the reception.

If at all possible, try to catch the ball with your hands/finger. Avoid being known as a "body catcher".

Extend your hands and arms away from your body, just prior to catching the ball. This will help permit the best possible hand/eye coordination.

On high throws get the fingers over the top of the point so if it is not caught cleanly, it will fall downward to give you a second chance. This same technique will also prevent the interception on a poorly thrown ball.

On over the shoulder catches, keep the elbows in to form a cradle. Immediately protect the ball once it is caught. This habit will not only insure the reception, but also, give you an opportunity to protect yourself.

Catch the ball naturally. In the next section, we will list some of the base or accepted techniques a receiver should constantly practice. However, as long as you are successful in catching the ball, and it is natural for you, there will be very little encouragement for change.

The above basic principles present a big order for any athlete, yet there is nothing required of you that cannot be developed with hard work.

In order to fully appreciate the above principles, a receiver should practice the five basic types of catches --

Thumbs Out - is the recommended position to place your hands when catching a ball that is thrown ahead of the direction you are running and you have to reach for the ball, or when you have to work back facing the throw and the ball is thrown at or below your waist.

Thumbs In - if you are facing the passer and the ball is thrown chest high or higher, the catch should be made with the thumbs together and the little fingers turned out. The same will hold when the ball is thrown slightly behind you and chest high or higher.

In the Pocket between the arms or arm, and the body.

Scoop Catch - if you are facing the passer and the ball is thrown low and short, you should lunge and scoope the ball off of the turf.

Bad Pass Reception - should be practiced when you are in a variety of positions and the ball is thrown high, low, behind, and too far in front.

It is sometimes difficult to make a quick decision on the positioning of the hands, and what is right depends upon the talent of the receiver. A good rule for a receiver is to try to catch everything with the thumbs out, unless: a) the ball is coming directly at your chin, shoulders or breast bone, making anything but a pocket catch difficult. b) it is coming at such a height and at such an angle at your body that you cannot catch it with the thumbs out and still keep your hands where your eyes can see them, making a thumbs-in catch better. c) you cannot get to it with two hands.

RUNNING WITH THE BALL

After making a reception, you must become a proficient ball carrier. The two most important factors involved with ball carrying are speed and explosion after making a reception.

In the process of catching the ball, you will usually lose speed. Very few passes allow you to catch the ball without breaking stride. Consequently, the defender is able to close the gap on you, once the ball is placed in the air. Explosion is the factor after making a reception. You must be able to get upfield as soon as possible. You must be able to eliminate and wasted steps before turning up stream. On certain reception you will catch the ball in a stopped position. You must put the ball away, avoid the immediate defender, and get upfield. Making a slight inside fake and pivoting to the outside, will sometimes help you elude the defensive man coming up from behind.

A receiver gets limited opportunities to run with the ball under game conditions. The majority of the time the defense closes in so quickly after a catch that you are tackled immediately, with very little chance of getting away. When you do get the opportunity to have some running room, you should take advantage of the situation and gain as much yardage as possible. Because of this, it is really important that a receiver get in the habit in practice of not only exploding after the catch, but also making moves, stopping and starting, and sprinting with the ball under his arm, after making a catch.

Remember, do not start running with the ball before you catch it. Seeing some open room will sometimes cause a receiver to take his eyes off the ball in his eagerness to start running. Catch the ball first, then explode.

~~Remember, the fundamentals of holding and carrying the ball, too~~
Proper ball position between the hand and the cradle position of the arm and body. Keep the ball protected when in traffic.

Running with the ball is a great thrill. Every receiver sooner or later will get the chance. You can develop your running ability now, so get prepared. The areas you must be aware of:

1. Balance
2. Improve awareness of tackles while running full speed and cutting.
3. Ability to take and use evasive maneuvers.
4. Ability to quickly regain top speed after stopping or dodging.
5. Ability to keep the ball in the proper position when running full speed.
6. The instinct of exploding with the catch.

BASIC PRINCIPLES FOR PASS RECEIVERS

Learn the tendencies of the Defensive LB's and Safetys through film study and then observing him during the game. If they gamble, guess with you, play tight or loose, inside or out, their speed.

The sidelines and end zone lines are our enemies. Always know your relative position to them. Respect them, but do not let them bother you in catching the ball - the catch comes first

Always run your patterns as if you are the #1 Receiver. In practice run patterns at full speed - we cannot get the correct timing at half speed.

Always be alert for the ball, even though you are not the primary Receiver. You never know when the QB will throw to you.

Concentrate at all times on what you are going to do - why and how you are going to do it. Keep in mind the object of the overall pattern and what your part of it is.

Keep your eyes on the ball. Your first responsibility is to catch the ball. After you make the catch, think about one thing - additional yardage and scoring.

When we are on offense and the ball is thrown, it is not a "free" ball - it is ours - go get it! Never allow an interception.

In practice, after you catch the ball, tuck it away quickly and securely and sprint upfield for at least 5-10 yards. Put in a fake, spin, etc., simulate what you would do in a game.

Form the habit of going all out after the ball every time - regardless of how or where it is thrown.

After a diving catch, remember "up and go" - the opponent has to knock you down or touch you while you are down.

When you see that the ball is thrown to another Receiver - you instantly become a blocker - get over and pick somebody out - help each other out.

Vary your type of release off the line - people will be positioned to delay and hold you up - know how you are going to release and don't let them keep you in.

Remember - one of the greatest assets a Receiver can have is working back toward the QB for the football.

Take a pre-snap off of the safetys and CB. Always be aware of the alignment of the nearest ILB.

Once off the line your first concern is to determine if the coverage is man or zone.

Scare the defender with the feeling you are attacking the area he was told to cover.

Whenever possible put a "Deep Feeling" into your route. Make the defender think you are going deep on your breaking patterns to create a cushion.

1

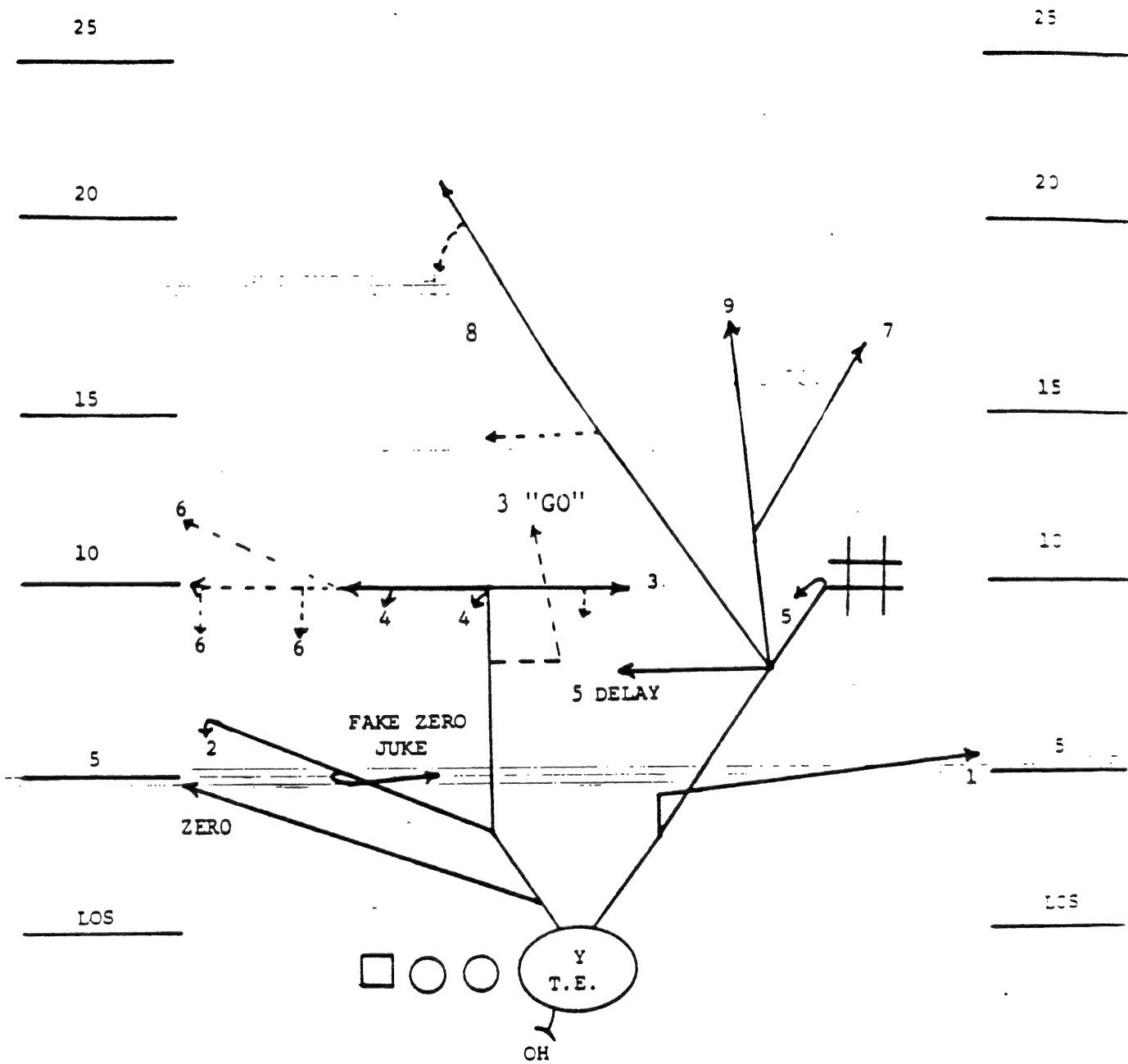
Have a mental picture of what you are to do and what your options are. Be prepared so you react instinctively, not through a thought process.

Master and use the tools of your trade to get open.

Be where you are supposed to be when you are supposed to be there.

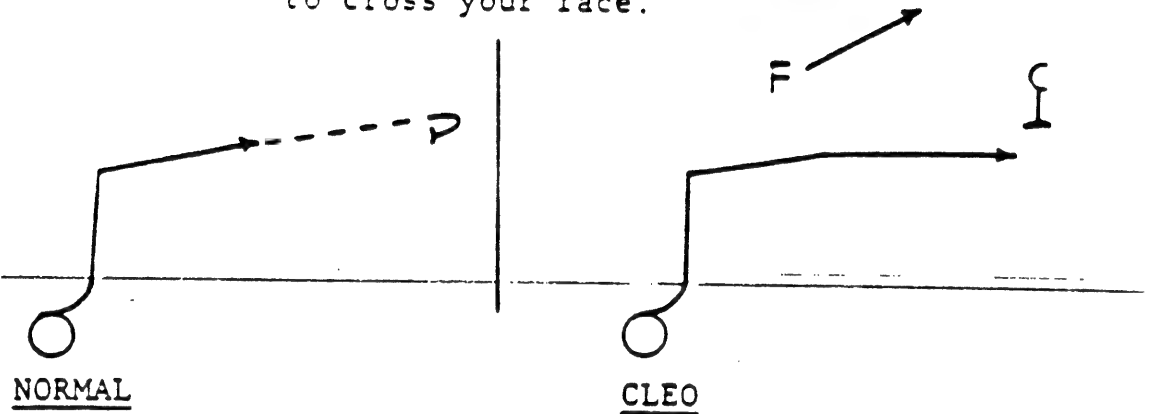
Make the catch!

TIGHT END TREE



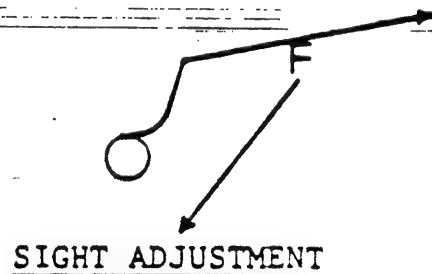
INSIDE RECEIVER ROUTES

- 1 ROUTE TIGHT END - Outside release, drive vertically to a depth of 2 yards and break out working to a depth of 6 yards. Once at a point 2 yards from the sidelines stop, pivot and give the Q.B. your numbers. When running a 1 Route do not allow the defender to cross your face.



- SLOT - Same as Tight End

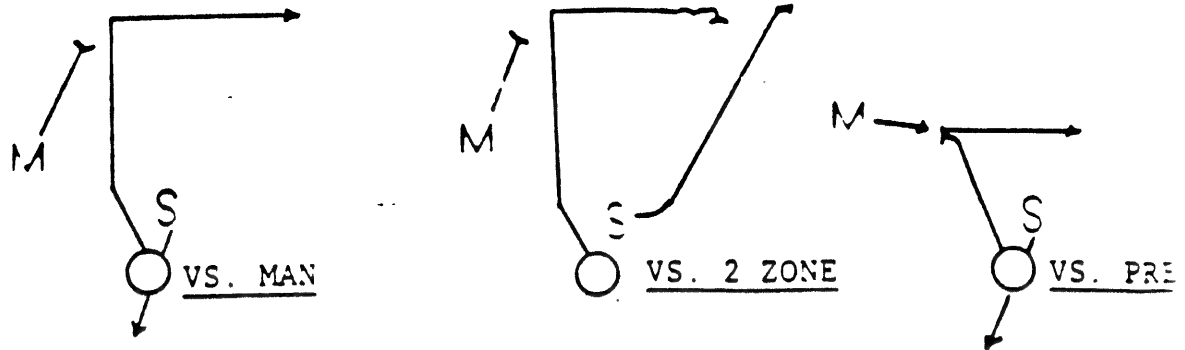
- QUICK 1 TIGHT END - An outside release is desirable. Clear the L.O.S. then turn out looking for the ball as you angle toward the sidelines. This route is used as a sight adjustment vs. a strong safety blitz.

SIGHT ADJUSTMENT

- SLOT - Same as Tight End

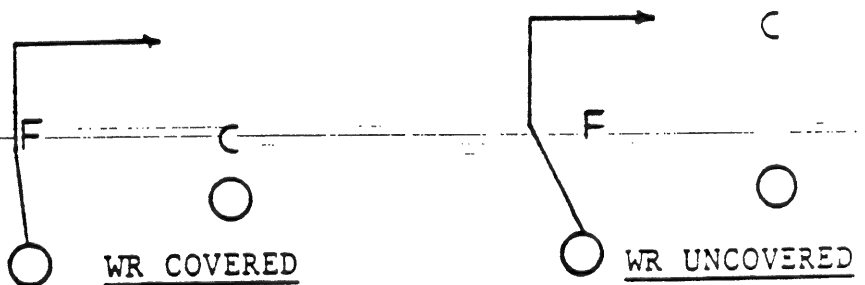
- 3 ROUTE TIGHT END - Inside release seeking pressure on the inside LB'er. Push vertically for 10 yards and break to the outside. VS Zone coverage shows to the outside adjust or settle route off before you reach the numbers.

It should be noted that once you established pressure on the LB do not let him run underneath you, shorten the route off.



NOTE: On a 633 call or when two 3's are on the same side, the TE should read the alignment of the CB on the WR.

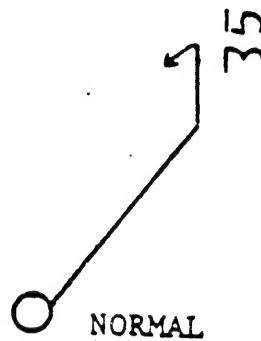
- If a LB'er covers you, you should take a pre-snap read to see if the outside receiver is covered.
 - A. If he is covered, take an upfield, inside release.
 - B. If he is uncovered, take a harder inside release.



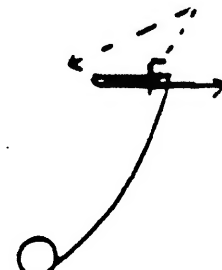
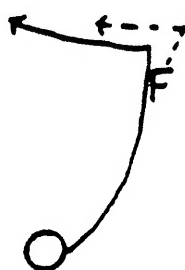
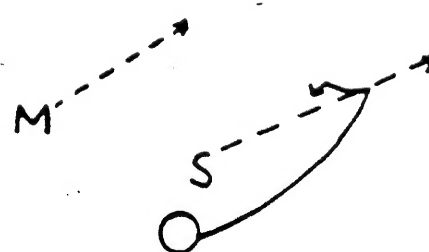
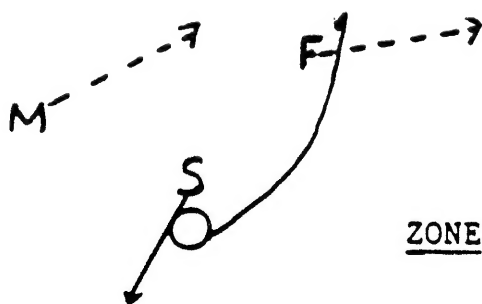
3 GO ROUTE TIGHT END - We will run a 3 GO from the inside receiver position. You will use the same release, but start your out-break at 8 yards. Take three steps to the outside, then break back upfield at approximately a 90 degree angle, but never crossing the hash.



- SLOT - Same as Tight End
- 5 ROUTE TIGHT END - Outside release and drive to a depth of 10 yards aiming for a point inside the numbers. Once you reach this point plant on your outside foot and hook back to the inside



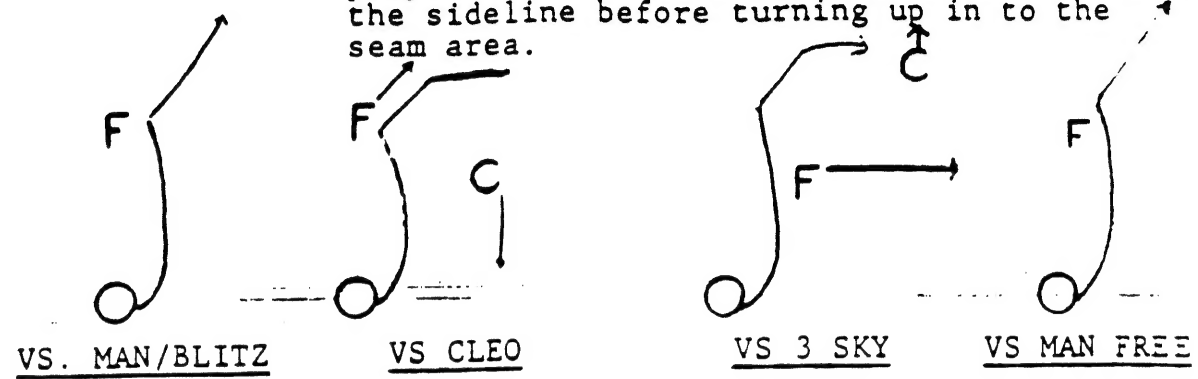
- DELAY TIGHT END - Outside release and execute a route similar to that of a 5. At a width of 5 yards and at a depth of 8 yards pivot and make one of the following adjustments:
- Sit there if open.
 - If not, you must work underneath the coverage.
 - If once you start working back inside and it is crowded run a Juke adjustment.



7 ROUTE TIGHT END - Outside release and key corner to strong safety. Ideally, you want to run the route in relationship of the corner.

If the corner stays shallow break route to the flag behind him at a depth of no less than 10 yards. If the corner goes deep widen and work through the seam area.

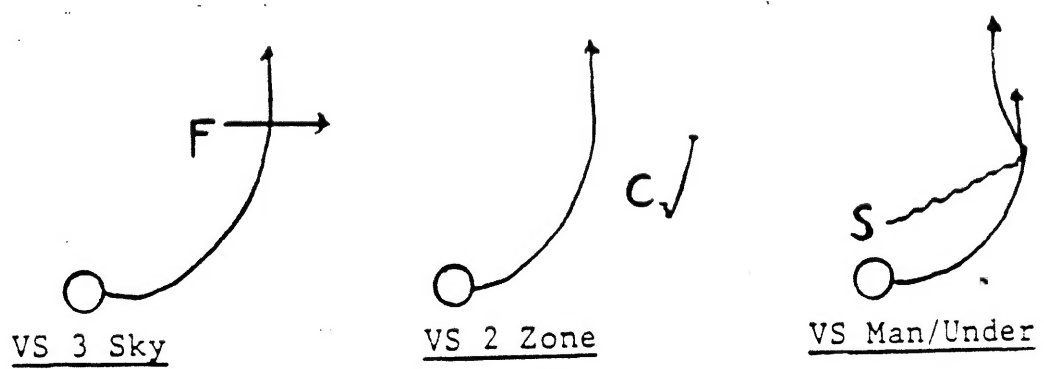
If the corner goes deep and the strong safety plays the flat quickly, release wider toward the sideline before turning up in to the seam area.



SLOT - You have the option of running a flag, seam or hooking up the route VS Cleo Coverage.

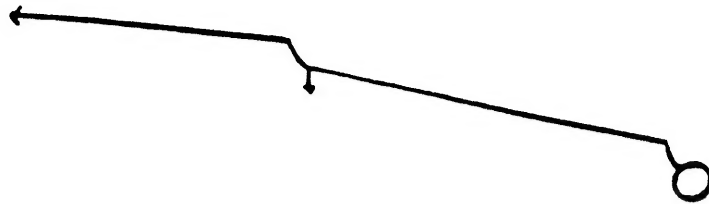
9 ROUTE TIGHT END - Outside release and vertical push to the depth of the man responsible for the flat coverage, (i.e. - Frank VS 3 Sky or CB VS 2 Deep). Once you reach that depth turn out and drive at him, and once the defender settles, plant and turn at approximately a 45 degree angle upfield locating the seam between the defenders. Using this reference point, will allow the defenders to take their drops, and will slow the route down and keep you from getting upfield too quickly.

VS. Man Under - If possible, work back inside and underneath the coverage.



SLOT - Same as Tight End, and remember to work inside the numbers.

ZERO ROUTE TIGHT END - Inside release aiming for a depth of 5 yards over the offside tackle guard area. You will then angle to a depth of 8 yards continuing across the field.



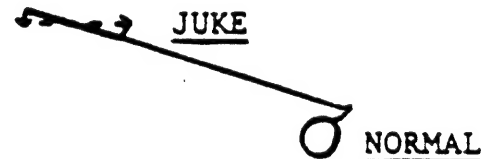
SLOT

Same as Tight End

NORMAL

2 ROUTE TIGHT END - Head and shoulder fake outside and then take an inside release. You will cross underneath the LB's declaring your position at a point 7 yards deep and over the offside tackle and guard gap (replacing the Will).

If a defender won't allow you to cross the field work in to him and juke him.



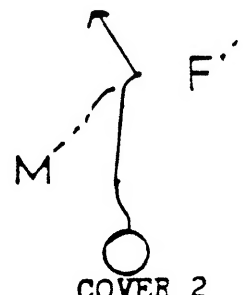
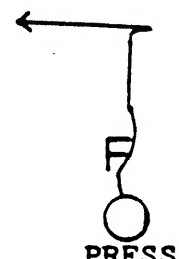
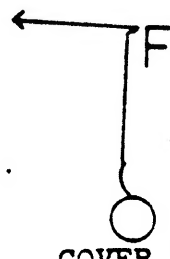
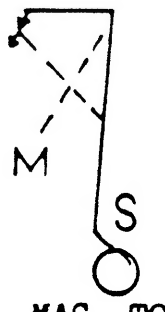
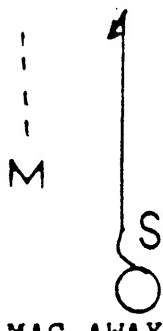
SLOT

- Same as Tight End

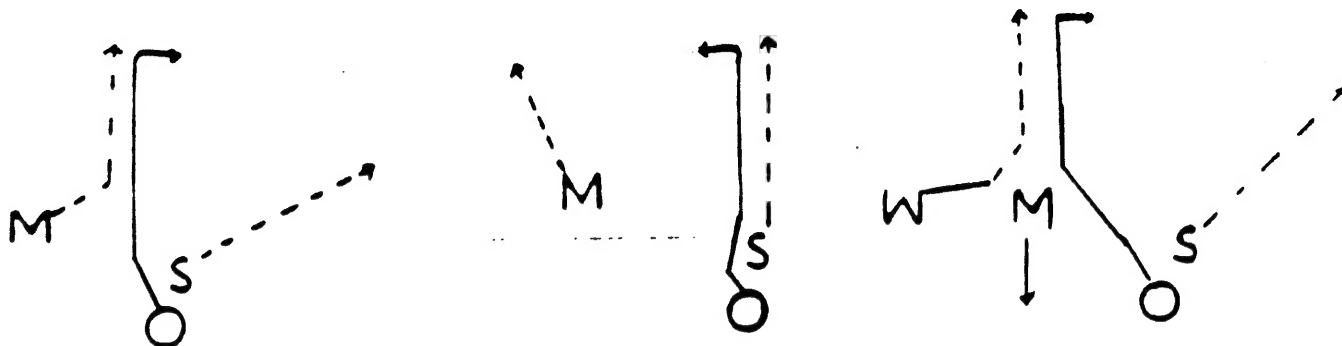
4 ROUTE TIGHT END - Inside release and drive vertically to a depth of 10 yards. At this point, execute your break by hooking up inside if open. Read the drop of the MAC LB's and adjust your route accordingly. (Under/over or straight across but do not cross beyond the football).

VS cover 1 drive the defender playing y vertical for 10 yds. and speed move run inside. You may gain ground while cross field.

VS 2 Zone or 2 Man - at the 8 yard dept jab outside and break to the inside for middle 8 adjustment. You must shake the LB'er before running route but do not cross the hash.

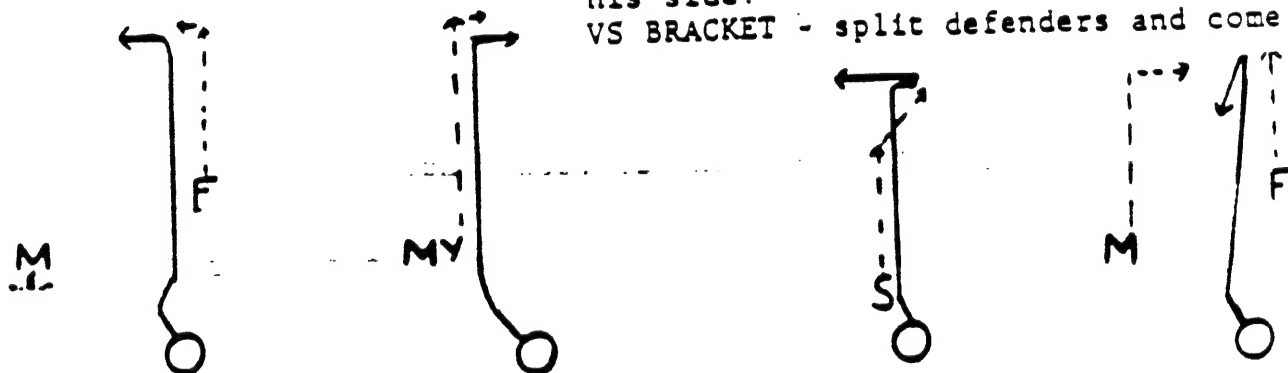


- 4 (CHOICE) TIGHT END - Inside release, read first inside LB ZONE - LB opens to you press him and drive vertically and at 10 yards speed move away from him ball will be delivered on break. LB goes away press stub at depth of 10 yards speed move away from him.



VS MAN - Drive the defender playing you vertically for 10 yards and speed move away
VS TRAIL technique step to opposite side you last saw defender and break back to his side.

VS BRACKET - split defenders and come back



SLOT

- Same as Tight End

6 ROUTE TIGHT END

- Inside release and drive vertically to a depth of 10-12 yds. At this point, execute your break, starting across the field reading the drop of LB's and to adjust your route accordingly - (Under/Over/or Straight Across).

Once you clear the ball and do not receive it fan up the field to a depth of 15 yards if necessary to get open.

VS. ZONE COVERAGES

- You will hook the route up. If there is another 6 to your side, hook the route up on the opposite hash. If there is not another 6 to your side, you may hook up over the middle.